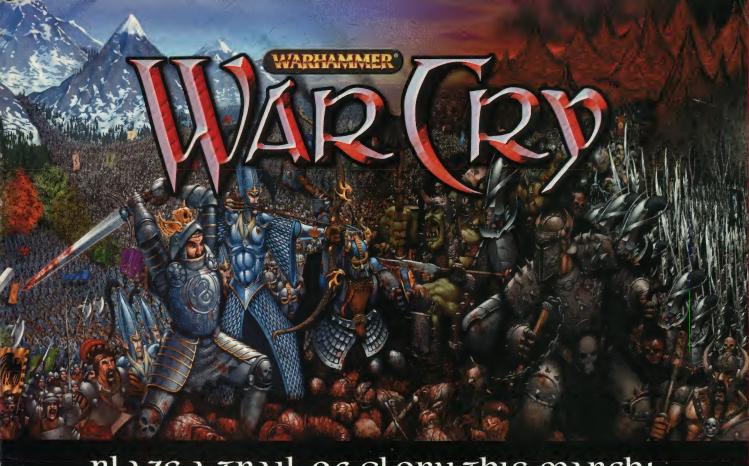




The Best Players. The Best Game.

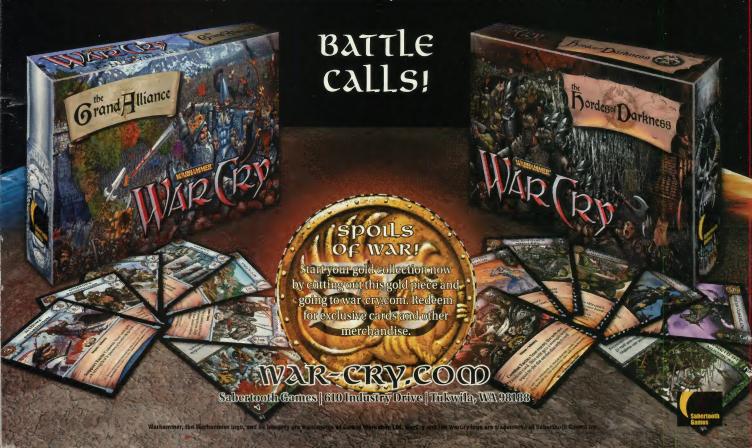




Blaze a trail of Glory this march!

Drive your enemies before you in WarCry, the only CCG that puts you in control of powerful fantasy armies. The carnage begins at the WarCry Launch Event happening at your local retailer the weekend of March 28th—30th. Command the mighty forces of the Grand Alliance—ancient Elves, grim Dwarfs, and valorous warriors of the Empire—or the twisted

power of the Hordes of Darkness—cruel Dark Elves, savage Orcs & Goblins, or bloodthirsty followers of Chaos—in this year's blockbuster CCG hit. Don't miss out on the action!



SCRYE

The Guide to Collectible Card Games

Issue **58** April 2003



WARCRY • 14

Swords and sorcery collide! Rules and strategy for the new game bring your fantasy battles to life.

MECHWARRIOR FIRE FOR EFFECT • 58

Personnel carriers, artillery, and a host of new 'Mechs expand the sphere of destruction.



CON A CONTROL OUT ON POSSE AT SA



Legions' new mechanics...28

Morph your strategies30

Three-card monte32

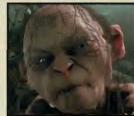
Tribal thunder34



he Library: Rulings	38
Warhammer 40,000: Chaotic tournament deck	.20
Star Wars TCG: Used droids, cheap	.22
Star Trek: Cardassians take prisoners	.24
Shadowfist: Common mistakes	.26
Warlord: Sorceress Ygraine blends magic & might.	.43
Yu-Gi-Oh!: Labyrinth of Nightmare Top 10	
Yu-Gi-Oh!: Play a board game	.48
Magi-Nation: Give someone the cold shoulder	
Dragon Ball Z: Economics class	
Harry Potter: Hermione and her pets	
Pokémon: Aquapolis is wet 'n' wild	.52
L5R: Cranes and diplomacy — a perfect match	
Buffy: The book is mightier than the sword	
Star Wars CCG: Hoth time in the town tonight	.56
Raw Deal: Raw vs. Smackdown! in Velocity	.57
MechWarrior: It's getting hot in here	.62
Mage Knight: Enter the Black Pyramid	.63
Mage Knight: Orcs in every shape and flavor	
DC HeroClix: Sinestro's sinister reach	.65
Marvel HeroClix: It's clobberin' time!	
Marvel HeroClix: Don't call them "babe"	



Helm's Deep first cut40
Your questions answered ..42



SCRYE Standard Fare

6
10
68
101
124
128
130
44
58
58
58
58
77

Collectible Miniature Games121



HEAD ON.

BATTLE OF HELM'S DEEP™

RELEASE DATE March 5, 2003



Race to Mount Doom™ League Kits and Fellowship Draft Packs in stores now!

D E C | P H E R°
The Art of Great Games°

www.decipher.com

www.LOTRfanclub.com

www.lordoftherings.net

© 2003 New Line Productions, Inc. The Lord of the Rings and the characters, names and places therein, TM The Saul Zuentz Company d/h/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved. Decipher Inc. Authorized User. TM, ◎, 8 ⊙ 2003 Decipher Inc. All rights reserved.



Signs of spring — for gamers

There's still a foot of snow outside our window, but we're already seeing the first signs of spring. It's not a robin, either — no migrating bird in its right mind is coming anywhere near central Wisconsin until after our traditional late-March blizzard!

But the rumors have arrived. Announcements of new games for the coming year, rumors of new deals being made — these are the harbingers of spring for gamers. You'll find solid information about some of these games in our news section this month, and there's more to come next issue. More about new super-hero games on the horizon, including one game company's first-ever CCG. More about special promotions and tournament plans. And, of course, more about what's planned for the great games you're already playing.

While you're waiting, check out Sabertooth's new fantasy CCG, WarCry! This issue of Scrye is bagged with one of two 30-card WarCry demo decks — representing either the evil Hordes of Darkness or the good guys of the Grand Alliance. You'll find the rules for WarCry on pages 15 and 16 of this issue.

Next month: Get a free preview of veteran game designer Brian Tinsman's *Game Inventor's Guidebook*, published by *Scrye*'s parent company, Krause Publications. Plus you'll find Player's Guides for *Lord of the Rings: Battle of Helm's Deep* and *Marvel HeroClix: Xplosion*; prices for new sets like Yu-Gi-Oh's Labyrinth of Nightmare and MechWarrior: Fire for Effect; and more — see ya then!

Joyce Greenholdt

E-MAIL: scryemail@krause.com



Contest Results

The solution to our *Legend of the Five Rings* contest in issue #56 was **the Lion clan**.

And the winner is ...

RP Withington, State College, PA

Editor Joyce Greenholdt Associate Editor Jason Winter

Graphic Designer Shawn Williams

Advertising Manager Norma Jean Fochs

Advertising Sales Shannon Piotrowski Kathleen McCormick Lori Hauser (Ad Sales Assistant)

Contributing Editors
Bennie Smith James Mishler

Contributing Writers

Bryan Back, David Eber, Travis Heermann, Gene Hetzel, Steve Horton, Matt Hoskins, John Kaufeld, Andrew Lee, Alfredo Lorente, Bart McLeroy, Dave Meddish, Sheldon Menery, Adam Miller, M.J. Moss, Thomas Riccardi, Gregory Scott, Derrick Seabrook, Geoff Snider, Charles Sonnenburg, Michael Patrick Sullivan, Doug Taylor, Barron Vangor Toth, Mark Tuttle, DeQuan Watson, Richard Weld, Michael Welling, Rod White.

VOLUME 10, #3 • #58 APRIL 2003 ON THE COVER: YU-GI-OH!: LABYRINTH OF NIGHTMARE

Publisher Mark Williams

Editorial Director
John Jackson Miller

Pick a card ...

Index to Advertisers

Alderac Entertainment 35	Major League Sportscards71
Alpha Beta Unlimited 53	Potomac Distribution 67
Card Kingdom 57	RUSH 67
Cardhaus41	Sabertooth Games 3
CCG House 51	Score
CCGZone47	Star City Games73
Comic Images	Strike Zone
CoolStuffInc.com61	Third World Games 37
Da Goom 61	Troll and Toad 45
Dave & Adam's Card World 99	Upper Deck 17, 131
Decipher 5	White Wolf 21
Gen Con LLC	Wizards of the Coast
Hastur Hobbies 73	2, 7, 8, 18, 23, 27, 31
Kard Kastle 51	WizKids LLC 25, 132
Krause Publications 39, 123, 129	Your Move Games 73

Scryve® Magazine (ISSN: 1540-0565) is published by: Krause Publications, 700 E. State St., Iola, WI 54990, United States of America. (715) 445-2214 ©2002 Krause Publications. All Rights Reserved. Scrye is a registered trademark of Krause Publications. Scryzzle is a trademark of Krause Publications, use of this trademark without permission is punishable by law. All rights to the contents of this publication are reserved and nothing may be reproduced from it in whole or in part without first obtaining permission in writing from the publisher. Material published in Scrye does not necessarily reflect the opinions of Krause Publications or its editorial staff. Krause Publications or its editorial staff. Wrause Publications or its editorial staff. Wrause Publications or others. Most product amare are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. Magic: The Gathering, Wizards of the Coast, Inc., Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Chronicles, Homelands, Alliances, Mirage, Visions, Portal, Stronghold, Exodus, Tempest, Weatherlight, Urzas Saga, Urzas Legacy, Urzas Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Colyssey, Torment, Judgment, Orslaught, Mana and the symbols that represent Mana are trademarks of Wizards of the Coast, Inc. Coket Monsters, Pokémon and Pokemon Trading Card Game are trademarks of Nintendo, Inc. Creatures and Game Freak and used under license by Wizards of the Coast, Inc. Coket Monsters, Pokémon and Pokemon Trading Card Game are trademarks of Nintendo, Inc. Creatures and Game Freak and used under license by Wizards of the Coast, Inc. Poket Monsters, Pokemon and Pokemon Trading Card Game are trademarks of Nintendo, Inc. Creatures and Game Freak and used under license by Wizards of the Coast, Inc. Poket Monsters, Pokemon and Pokemon Trading Card Game are trademarks of Nintendo, Inc. Creatures a

Unsolicited submissions become the property of Krause Publications and cannot be returned.

Distribution: Scrye magazine is distributed by Krause Publications, 700 E. State St., Iola, WI 54990. Canadian agreement number: 40665675.

Advertising: Krause Publications is not responsible for the conduct or business practices of its advertisers and therefore cannot be be held liable. For advertising rates please request our advertising information package. Ad rates can also be requested by sending your company name, address and phone number by email to fochsn@krause.com. All advertising submissions are subject to the approval of Krause Publications and Krause Publications reserves the right to reject any advertising, for any reason. Advertisers and/or agencies of advertisers agree to hold Krause Publications harmless from or against any loss or expense from any alleged wrongdoing that may arise out of the publication of such advertisements.

Submissions: Guidelines may be requested by sending an e-mail to: scryemail@krause.com, subject line: Guidelines.

Subscriptions: E-mail us for details and rates at: circulation@ krause.com or call (715) 445-3775. Basic Subscription Rate: \$27.98 for 8 Issues. (US Address Only)

Change of Address: To avoid interruptions in your subscription service please notify us at least 2 months prior to a change of address, email: circulation@krause.com or mail: Scrye, Circulation Department, 700 E. State St., Iola, WI 54990. http://www.scryemag.com







TAKETHIS SIMPLETEST

Pro Tour Yokohama, Japan - Qualifiers GP-Boston, USA GP-Kyoto, Japan GP-Singapore

Match the words with the symbols.

ENTER

PLAY

WIN

ENTER





If you can figure this out, then you should enter a Magic: The Gathering* Qualifier tournament

or Grand Prix event.

It's a winning connection.

See how it all lines up?

- You enter—they're open events, so anyone, anyone, can enter.
- You play—no pro points?
 No problem!
- You win—with Amateur Awards, the top players without pro points get cash or valuable prizes.

BONUS! You could even score an invitation to a Pro Tour event!

To find out if you qualify for Amateur standing, to check out the prize structure, or to find out when and where the next Qualifier tournament and/or Grand Prix event is happening, visit wizards.com/tournaments.

Take in a pair of perfect matches. Enter a Qualifier tournament or Grand Prix event near you.









ALGOPHOBIA









CREATURES

AVAILABLE 03 FEB 03









WWW.MAGICTHEGATHERING.COM

The Gathering®

Card Collector Confidential



Alderac
Treachery takes center stage

Betrayal, the next expansion for Warlord, will introduce 158 new cards and a new twist to the game. Each of the main five factions will get a turn-coat Warlord, a defector from another faction. Plus, new mechanics and a special subset of cards will breath life into multiplayer action. Betrayal strikes in May, with 50-card decks and 11-card booster packs.

L5R sparks rivalries

The Clan Rivals line will provide a new way for *Legend of the Five Rings* players to enjoy tournaments. Each retailer kit contains 16 promotional booster packs (eight packs per rival clan) containing five foil cards. One pack is given out to each tournament player, depending on that player's clan, and the five cards included must be immediately inserted into that player's deck. Look for the first Clan Rivals set, featuring the Lion and Crane clans, in May.

Comic ImagesWorld Championships expand

2003 may just be starting, but it's already time to think about the 2004 Raw Deal World Championships. Next year, the championship field will expand from four to eight players, and the competition will also be twice as fierce! Qualifier tournaments will be

held at the following events this year:

Gen Con Europe
Wizard World Philadelphia
Origins
San Diego Comic Con
Gen Con U.S.
Wizard World Dallas
Apr. 18-21
May 30-June 1
June 26-29
July 17-20
July 24-27
Wizard World Dallas
Nov. 21-23

Each winner will receive an allexpenses paid trip to the championship event in 2004. The last two qualifiers will be the winner of the Chilean National Championship and one at-large qualifier, selected from the top 100-ranked players.

In addition, the winners of the Smackdown tournaments at February's Genghis Con in Denver and Kubla Con, held in San Francisco in May, will receive first-round byes in the Gen Con U.S. and San Diego Comic-Con tournaments, respectively.

Fantasy Flight Games
Dragons take flight

The next card set for *A Game of Thrones* will be *A Flight of Dragons*, and it will introduce the Targaryen faction to the game. The Targaryens are the old rulers of Westeros, who used their dragons to conquer and unite the Seven Kingdoms until they were driven out by Robert Baratheon. Now, Daenerys Targaryen, the last of the Targaryens, seeks to reclaim the throne, and she has the same advan-

tage her ancestors enjoyed — dragons.

In addition to House Targaryen and its important characters (including the dragons), *A Flight of Dragons* will include cards for all factions from the next book in the series by George R.R. Martin, *A Feast for Crows*. The set will be in stores in April.

Interactive ImaginationMagi-Nation expands its reach

The 150-card *Traitor's Reach* will be the next set for *Magi-Nation*, and it's scheduled to arrive in stores late this spring. The booster-only set will be supported with special promo cards and tournament prizes, many to be given out at conventions.

Interactive Imagination also plans to release a new base set for the game, *Second Order*, late this year or early next year. Also in the works is an introductory two-player game the company hopes to tie in to the debut of the *Magi-Nation* animated series, also scheduled for late 2003 or early 2004.

MythIntentions Offering a CCG you can't refuse

Industry newcomer MythIntentions has announced that it will enter the CCG field this spring with the release of Don: Continuing Criminal Enterprise. Don: CCE lets players simulate the gritty world of gang warfare in a pseudo-historical setting.





DBZ's one-of-a-"Kai-nd" tournament

This summer, Score brings a new tournament format to *Dragon Ball Z* players. Players who place high enough in Score's sanctioned summer tournaments earn points to qualify for entrance to the Grand Kai Invitational Tournament.

Players who place in the top 16 in one of the 12 regional tournaments, in the top 32 at the U.S. National Tournament or one of the "Big Four" tournaments, or in the top 64 in the World Championships, earn Kai Points. The higher the player places or the bigger the tournament, the more Kai Points that player earns (see chart).

The stakes for the Invitational are high: The winner gets to design his own *DBZ* card. As at all tournaments, there will be additional prizes, and simply

being invited to the Grand Kai Invitational puts a player among the DBZ CCG elite.

It takes 20 Kai points to earn an invitation to the tournament. When the points are added up, the top 16 players will get free hotel accommodations, the top eight will net round-trip airfare, and the top four get an extra round-trip ticket. — **Bryan Back**

level: family

Revenue:

The Motivated Daughter

CONTINUING CRIMINAL ENTERPRISE*

It's only business

Each player assumes the role of a don, the leader of a criminal organization. Dons employ henchmen and "family members" in their attempts to build up their bankrolls and bankrupt the opposing

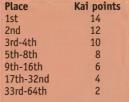
player. A variety of actions are available to players, including "whacking" opposing henchmen. The game contains elements of organized crime from all eras, from Prohibition to the modern Mafia era.

Don: CCE will include rules for twoplayer games, multi-player games, and sealed-deck play. The initial set of 200 cards will be packaged in starter decks and booster packs. The game hits stores in May.

Sabertooth Games Sabertooth announces LotR TMG

This holiday season, *The Lord of the Rings* fans will have more than just *Return of the King* to look forward to, as Sabertooth Games releases the *Lord of the Rings Tradable Miniatures Game* in time for Christmas.

This new game will feature prepainted miniatures of several popular characters from the books and movies, including Legolas, Frodo, Gandalf, and Aragorn. The game's Combat-Hex rules system will allow players to revisit memorable scenes from the



TournamentMultiplierRegionals1x Kai PointsNationals2x Kai PointsBig 43x Kai PointsWorlds4x Kai Points

Big 4: San Diego Comic Con, Wizard World Chicago, Canadian Comic/Anime Expo, Archon

series or create their own adventures. An average play

session should take less

than an hour.

Score Entertainment GT boosts Dragon Ball Z

The final chapter in the animated *Dragon Ball* saga, *Dragon Ball GT*, will be making its appearance in the *Dragon Ball Z CCG*. The 64-episode series takes place several years after *Dragon Ball Z* and focuses on the

children of *DBZ*'s main characters and the Black Star Dragon Balls, which have the potential to blow up an entire planet if used incorrectly.

The *GT* expansion will also focus on these characters, including Goku's granddaughter Pan and Goku Super Saiyan 4, who will be among the most powerful characters in the game. The *GT* series will stand on its own, but will also be compatible with the basic *Dragon Ball Z* game. Look for the power of *Dragon Ball GT* in early 2004.

White Wolf Anarchy rules

The next *Vampire: TES* set will be *Anarchs*, due in spring 2003. The 251-card set consist of 128 new cards (56 vampire/76 library) and 123 reprinted cards (15 vampire/108 library). The reprints will be confined mostly to the 89-card pre-constructed starter decks, which will come in three flavors: Gangrel, Anarch Barons, and Anarch Gangs. The 11-card booster packs will contain almost entirely new cards.

TEBRUARY We have confirmed that the following collectiblegame products have shipped to stores in the United States New game systems appear in

United States. New game systems appear in **boldface**:
Dragon Ball Z: Babidi Saga (Score)

Dragon Ball Z: Babidi Saga (Score) Magic: The Gathering: Legions (Wizards of the Coast)

MechWarrior: Fire For Effect (WizKids)
Warhammer 40,000: Siege of Malagrim Hive
(Sabertooth)

Warlord: Call to Arms (Alderac) WWE Raw Deal: Velocity (Comic Images) Yu-Gi-Ohl: Labyrinth of Nightmare (Upper Deck)

COMING SOON

The following U.S. release dates are tentative and subject to change, and reflect information as *Scrye* goes to press. *Scrye* endeavors to print only the best available release information. New game systems appear in **boldface:**

MARCH

Legend of the Five Rings: Gold Edition Encyclopedia (Alderac) Lord of the Rings: Battle of Helm's Deep

(Decipher)
Mage Knight Conquest: Doom Blade Orc Cyclops

Mage Knight Conquest: Doom Blade Orc Cyclops (WizKids) Marvel HeroClix: Xplosion (WizKids)

MLB Showdown 2003 (Wizards of the Coast)
Rapture (ImagiNation Sports)

Star Wars TCG: Battle of Yavin (Wizards of the Coast)

WarCry (Sabertooth Games)

APRIL

A Game of Thrones: A Flight of Dragons (Fantasy Flight) Mage Knight: Uprising (WizKids)

Legend of the Five Rings: Heaven and Earth (Alderac)

SpongeBob SquarePants (Upper Deck)

MAY

Crimson Skies (WizKids)

Don: Continuing Criminal Enterprise
(MythIntentions)

Magi-Nation: Traitor's Reach (Interactive Imagination)

MechWarrior: Death From Above (WizKids) Star Trek: Energize (Decipher)

Star Trek: Energize (Decipher) Vampire: Anarchs (White Wolf) Warlord: Betrayal (Alderac)

WWE Raw Deal: Survivor Series 2 (Comic Images)

MID-2003

Angel (Score)
Buffy the Vampire Slayer: Slayer on Campus
(Score)

Dragon Ball Z: Buu Saga (Score) Dragon Ball Z: Fusion Saga (Score)

Dragon Ball 2: Fusion Saga (Score
Indy HeroClix (WizKids)

Lord of the Rings: Ents of Fangorn (Decipher) Magic: The Gathering: 8th Edition (Wizards of the Coast)

Magic: The Gathering: Scourge (Wizards of the Coast)

Pokémon: Skyridge (Wizards of the Coast) Shadowfist: Red Wedding (Z-Man) **Shadowrun: Duels** (WizKids)

LATE 2003

Creepy Freaks (WizKids)
Lord of the Rings: Return of the King (Decipher)
Magi-Nation: Second Order (Interactive
Imagination)

NeoPets (Wizards of the Coast)
The Simpsons (Wizards of the Coast)
Star Trek: Call to Arms (Decipher)









Wizards of the Coast
Magic gets a facelift

The new card template for *Magic:* The Gathering was unveiled in January and will go into effect starting with 8th Edition's release later this year. According to Wizards of the Coast, "With Magic's 10th anniversary, we felt there was an opportunity to refresh the look of Magic cards and enhance, if we could, the design from the standpoint of both aesthetics and the functionality of the cards."

Another major reason cited for the change was to make foil cards more attractive: "Magic was the first game to feature foil cards. The problem was that the design of the card face was made before foils were even a consideration. Later games were able to design their cards so that foils would look really cool, while Magic was sticking with the tried and true. The upshot was that their foils looked better. This would not stand."

The new template sports larger power and toughness numbers and names basic lands. Cards will still be printed with white and black borders (for 8th Edition and expert-level sets, as always), and card colors will be unchanged.

To celebrate 8th Edition and the new card look, Wizards of the Coast plans a celebration at Gen Con Indy in Indianapolis July 24-27. The event will celebrate both the release of 8th Edition (scheduled for July 28) and the 10-year anniversary of Magic's release in July 1993. In addition, the company plans to schedule a host of special 8th Edition tournaments for the weekend following the convention, and 8th Edition will be used in August's World Championships' Standard competition, an exception to the usual set-rotation rules.

NeoPets are in the cards

Wizards of the Coast has

announced that it will produce a collectible card game based on the popular NeoPets phenomenon. The NeoPets website (www.neopets.com) is an online community that is home to more 45 million users and 70 million virtual pets; it boasts 60,000 new registrations and 50 million page views every day.

On the NeoPets site, users can do a

number of activities with their pets, from feeding them to playing games to battling in an arena. Many activities earn NeoPoints, which can be used to purchase items, food, or services. Each NeoPet has a number of traits, from likes and dislikes to such battle statistics as strength, speed, and hit points, and a NeoPet can increase its abilities through training and battling. The CCG could adapt any or all of these features. Look for the *NeoPets* CCG late this year.

WizKids Skies turn crimson

Crimson Skies, a non-collectible miniatures game of aerial combat, will make its debut this spring. It will combine intense aerial dogfights with upclose-and-personal combat between pilots on the ground.

Planes will come in a variety of models, from light-hitting and agile skirmishers to huge gunships with the maneuverability of a tank. The pilots can either fight on their own or can be associated with a plane, using their skills to boost a plane's performance.

As in *MechWarrior*, planes will have an extra dial, but it represents speed rather than heat, which can affect a plane's performance. A fast-moving plane is harder to hit, but lacks the ability to perform tight maneuvers, and may have difficulty drawing a bead on a target. Movement is facilitated by hexagonal tiles that are played in secret each turn, one per plane, which represent that plane's maneuvers for that turn.

Pre-painted planes will be available in non-random squadron packs, each containing four planes from one faction. Ace packs contain two pilots and their respective planes. *Crimson Skies* soars into game stores May 14.

WizKids creeps out

Aimed at a pre-teen crowd,





WizKids' *Creepy Freaks* will be introduced to the public late this year. The focus of the game is on "Freak Outs," where individual monsters try to gross each other out, under the direction of their kid masters.

Non-random starters will be accompanied by random boosters.

Promotional figures and comic books will be given out at various conventions this year.

Shadowrun action figure game

WizKids' "biggest" new release of this year will be the Shadowrun: Duels action-figure game. Based on the popular role-playing game blending cyberpunk and fantasy, each figure stands about 6" tall, and comes with its own detachable 'Clix-style base. Also included in each package are a plethora of weapons and gear, all of which are interchangeable and affect the dice rolled for various actions. Each figure also comes with dice and a tape ruler, which can be stored in the base, along with the smaller accessories. Shadowrun: Duels will be in stores in June and will retail for about \$15 per figure.





emiere

The 2002 DBZ° World Championship Circuit averaged 67 players at 12 Regionals, rose to 150+ players at the US Nationals and crested at 300+ for the World Championship.

For 2003, the action is back - and stronger than ever. Expect High-Level play from February till November with these TWO parallel Premiere Event structures!

World Championship Circuit

Regionals

Orcon 2.14 - 2.17 LA. CA MarsCon 2.28 - 3.2 Minn., MA Mega Con 2.28 - 3.2 Orlando, FL Game Storm 2.28 - 3.2 Portland, OR I-Con 3.28 - 3.30 Lang I, AY Atlanta C.Con 4.11 - 4.13 Atlanta, GA Khubla Con 5.23 - 5.26 San Fran, CA Die Con 5.30 - 6.1 St.Louis, IL WW - Phillu 5.30 - 6.1 Philly, PA A-Kon 5.30 - 6.1 Dallas, TX Denver, CO 1 Ben Con 6.5 - 6.8

Regionals -

Foil Deck. Free Win at 2003 WCC Day 1!

Nationals - \$1000

Foil Deck. Free Placement at 2003 WCC Day 2!



Origins 6.26 - 6.29 Columbus, OH 🚱 2





Gen Con Indy 7.24 - 7.27 Indianapolis, IN



Worlds Foil Deck.

One-Of-A-Kind DBZ° Card!!!

A Clash of Legends

पिछ जिस्तारी **रिनी** क्रिक्टिकारी

last year's winner accepting his prize – Wizard World

While the 2003 WCC pits Warriors from all around the World to compete for the title of World Champion, the Grand Kai Invitational will be "Invitation Only."



In order to be "invited" you have to earn Kai Points. You earn Kai Points by placing at Premiere Level events this year!

San Diego CC WW - Chicago 7.17 - 7.20 8.8 - 8.10

San Diego, CA Chicago, IL Toronto, CAN

Winners

an Expect:

Canadian Comic/ Anime Expo Archon

8.22 - 8.24 10.2 - 10.5

in TX 75011. Printed in U.S.A. Score and Score Entertainment are trademarks of Score.

St. Louis, MO

EX3

The Grand Kai winner gets to Design a DBZ° CCG Card!





BRAGONBALLZEEG.COM



WAR (By

by Luke Peterschmidt

By far, the evil deck is the stronger of the two introductory decks — at least that's what I like to say to folks who want to challenge me with those do-goodnik units from the Grand Alliance. Just follow this advice and your minions should be making extralean elf-patties in no time.

Deployment. Certain cards perform better in the battle line or the reserve line. Always deploy Azyneth's Deathbringers and the mighty Gurt Bigfist in the battle line, while keeping your cavalry and Urguck's Manglers in the reserves. Where you put the other units usually depends on how things are looking across the table from you. If you have Gurt, you probably want to go first, which means Morzog's Madmob and its five tactic points could go in the reserves — but be wary of playing more than one copy of the Madmob, as its ability can bite you in the rump. I usually put Gitnob's Gits in the reserve to keep them from getting routed early, while Azfang's Boyz are usually best up front.

Combat. A lot of your strategy depends on Gurt. If you've got him in play, you need to get him on the attack as soon as possible. Aim for the enemy unit with the lowest leadership. To get the best value out of this unit, he needs to take two enemy units with him, so you need a rout.

If Gurt's mighty feet aren't on the battlefield, try to take out the largest enemy unit you can on the first battle. For this, I usually rely on the **Big** Rumbler, who gets +3 when attacking, or the Deathbringers, who get +4 strength if my enemy decides to block the attack. I'm also not shy about blowing up my goblins for the extra strength to take out a critical enemy unit — it's worth it to take down the Phoenix Guard while keeping your combat unit alive.

All in all, the Hordes deck is a big tough meaty deck that should have no problems whomping on those waferthin, twig-armed elves.

1-on-1

The Hordes of Darkness battle The Grand Alliance

Now that you've got a WarCry deck (included in this magazine), all you're missing is a hapless victim to destroy! To give you an edge, here's some advice from the designers.





by Steve Horvath

A player of stout heart and strong mind should have no problem standing toe-totoe with the Hordes of Darkness, filling them so full of arrows that they look like ugly porcupines.

Deployment. The highly specialized and noble elf units have obvious roles in the formation of your field army. Cavalry and ranged-attack units go in reserve, infantry in the battleline. The only exception to this rule is the **Phoenix Guard of Asuryan**, who should always be placed in reserve.

The order and mix of units does matter. You probably don't want more than one Caradril's Silver Arrows, unless you really need the tactic points to go first; same with the Eagle's Claw. Always try to get at least one Calath's Sentinels out and protect it. If you have some of your ranged attacks out, try to get at least one Elrohyr's Brighthelms.

Combat. You've got a few powerful units and one great combo in your deck. You'll need to cash in on them to smite the dirty ones. One great card is the Sentinels, who give any other Elf +1 strength. +1 might not seem like a lot, but it will often turn a loss into a slaughter or a slaughter into a win. Keep these guys out of combat by blocking with your cavalry.

When you get some good ranged-attack cards in your hand, you can unleash a lot of arrows, as well as the Brighthelms' ability. You see, ranged attacks normally just commit ready units, and it's only when you aim them at committed units that you get the chance to destroy them. The Brighthelms get around that by committing units during ranged attacks. The ability to destroy an enemy unit during a ranged attack is *huge*, especially since there is no risk to your unit during the ranged attack.

Your real ace in the hole is the Phoenix Guard. This unit should be hidden from your enemy in the reserves until it is the only uncommitted unit you have. Then send it thumping through a few greenskins. Eight strength makes this unit a match for even the mighty (stupid) Gurt!

The Grand Alliance deck puts you in command of the regal elves with a little bit of assistance from the mighty Empire. It's the good guys, and after all, the good guys always win!





quick-start rules

Welcome, noble general! Use these rules to play a quick game of WarCry. Any words in bold are defined in the glossary or card anatomy sections.

setting up

Shuffle cards into two separate decks: the **Army deck** and the **Action deck**. Set these decks off to the side. Now you are ready to play!

fighting a battle

Each battle has 2 parts: The *Muster* Phase and the *Battle Phase*.

the muster phase

Each player draws 5 cards from their Army deck Roll to see who plays first.

Take turns mustering units or mustering an attachment on a unit you've already mustered. Place units into one of two lines: the battle line, in front, or your reserve line, in back. You always muster cards in the ready position.

Units and attachments have a gold cost to muster For purposes of this Quick-Start game, you have 25 gold to spend.

After you muster a card, draw a card.

If you can't afford any cards in your hand, discard your hand and your mustering phase is over.

the battle phase

Each player draws 5 cards from their Action deck The player with the most tactic points in their reserve line goes first. In a tie, roll.

When it is your turn, you get 1 command. The commands are:

Attack with one of your **ready battle line units.** Attack with one of your **ready reserve line** cavalry units



Make a ranged attack.

Move one of your ready reserve line units to your battle line.

ass. Thile not a command read

While not a command, reaction abilities can be played on either player's turn. Each reaction tells you exactly when you can play it.

At the end of any player's command, if either player has no units in their battle line, their reserve line becomes their battle line.

ATTACKING

Choose an enemy battle line unit. If your enemy has no ready units in his battle line, you may choose any enemy unit.

A ready cavalry unit can block an attacking infantry

follow-up attacks. If a ready unit wins, the enemy unit is

destroyed and the winning player makes a rout check.

Both players discard any tactic cards they played

battle line, committed. Committed units cannot make

make a follow-up attack. Otherwise, return the winning

unit to its owner's battle line, committed.

If the rout check was successful, the winning unit may

Follow-up attacks work like regular attacks, with a few

If a unit blocks, it becomes the defending unit.

Move attacking and defending units to the **battlefield**

Move attacking and defending units to the **battlefield**. Both players draw 1 card from their **Action deck**. Starting with the attacking player, players alternate playing tactics, or passing. Tactic cards from your hand have a **tactic point cost**. When you play a tactic card, lay it next to your unit and deduct its cost from your unit's available **tactic points**. You cannot play a tactic card if you don't have enough tactic points left. Tactics come in two varieties: **combat and support**.

unit's available tactic points. You cannot play a tactic card if you don't have enough tactic points left.

Tactics come in two varieties: combat and support.

You can only play a support that unit is in the combat. You can only play a support available, the defending player has no ready units available, the attacking player cannot be available, the attacking player chooses which enemy unit have enough tactic points left.

The defending player chooses one of his ready units as

RANGED ATTACKS

These work like normal attacks, except:

Only units with the ranged attack ability may do a ranged attack, and the ranged attack value is used instead of the units strength.

Reserve line ranged attack units may shoot at enemy battle line units.

Battle line ranged attack units may shoot at any enemy unit.

No blocking.

The units are not moved to the battlefield, so after the combat the survivors stay in the same line as they started.

A WarCry is a special kind of tactic that must be the first

per combat.

tactic you play in a combat. Once you have played a

tactic or passed, you cannot play a WarCry.

tactic printed on a unit if that unit is *not* in the combat Regardless, you can only play each unit's **ability** once If the ranged attack unit wins or ties, it is committed, then the defending unit is **committed** (instead of **destroyed**). If the defending unit was already **committed**, it is **destroyed**. If the ranged attack unit loses, it is committed. The defending unit remains ready (or committed if it was committed previously to, or during, the ranged attack).

make their combat rolls. Both players add the strength of their unit to their die roll (you can use the strength gauge

below to keep track of the difference in units strength).

Ties result in a slaughter—both units are destroyed. Otherwise, the unit with the highest total wins. If a committed unit wins, it sends the losing unit to its

Once both players have passed on tactics, both players

Committed cards cannot play tactic or reaction abilities

printed on them.

No rout check.

winning the field of battle

If both players pass consecutively on playing a command, the battle ends. The player with the highest total Strength on their remaining units is the winner. If you have Curt Bigfist on your side, you subtract 8 points from your total (that's what victory: -8 means)! In the case of a tie, both players roll. The high-rolling player chooses any one of their units, and places it in the battlefield, ready. That unit is now attacking. The other player does the same. That unit is now defending. Play out a combat between those units. The winner of that combat wins the game. That's it for the quick start rules! For details on how to play a full game, check out:

WAR-CRY,COM



RENGTH GAUGE

player B

0

CARO ANATOMY

calath's

Cards: **Unit and Attachment**

dicates The Grand Alliance, color of the card tace indi-**D**Army Alignment: The a black face The Hordes of aligned with. A blue face incates what army that card is can be played by anyone. represents neutral cards that Darkness, and a green face

g gth. Only usable while this unit is in the battle line.

2 Name: The name of the

3 Gold Cost: The cost to the card represents. unit, attachment, or action

4 Strength: Strength helps you win com bats and battles. This is your base (or the

Muster this unit or put this attachment into

any, to its unit's strength).

bonus the attachment or action will give, if

will give, if any, to its unit's tactic points.

5 Tactic Points: This represents how flex-

in combat), or the bonus the attachment ible your unit is (allowing you to play tactics

7 Keywords: Keywords help describe your

used in Leadership Tests.

how vulnerable a unit is to routing, also **6** Leadership: The number that determines



IT'S NOT OVER ..

Combat Tactic: This infant of the buight blades gets +2 strength 9

9 Flavor Text: This text does. 8 Abilities: Anything speworld of WarCry. gives special insight into the serves no game purpose, but cial your unit or attachment type of attachment on a unit can only have one of any units and attachments; you

Action Cards:

Tactic Point Cost: How many tactic points this action costs to play.

you play it. **(II)** Abilities: What this action does when

WarCry. 12 Die: This number is used for rolling in

GLOSSARY

Abilities: Anything in a card's Ability area, such as a WarCry, Combat Action deck: Contains your tactics lactic, or Ranged Attack

shield on the back. and reactions, this deck has a silver

attachments, this deck has a gold shield on the back. Army deck: Contains your units and

Attachments: Item, weapon, and armor cards that you attach to your unit cards to help them in combat

> opposing players used to resolve Battlefield: The space between

Battle Line: Each player's front rank

Battle line unit: A unit in any battle

their roll. The highest number wins the bonuses of any tactics they played) to Combat Roll: Each player rolls, adding the strength of their unit (including the

> turned (rotated) sideways from its Committed: When a unit card is ready position.

Destroyed: Destroyed cards are placed in their owner's discard pile.

less than the unit's leadership, you Leadership Test: To make a leadership test, roll. If you roll equal to or

the muster phase. Muster: To put a card into play during

> position. Ready: A card that is in the upright

rank of units. Reserve line: Each player's second

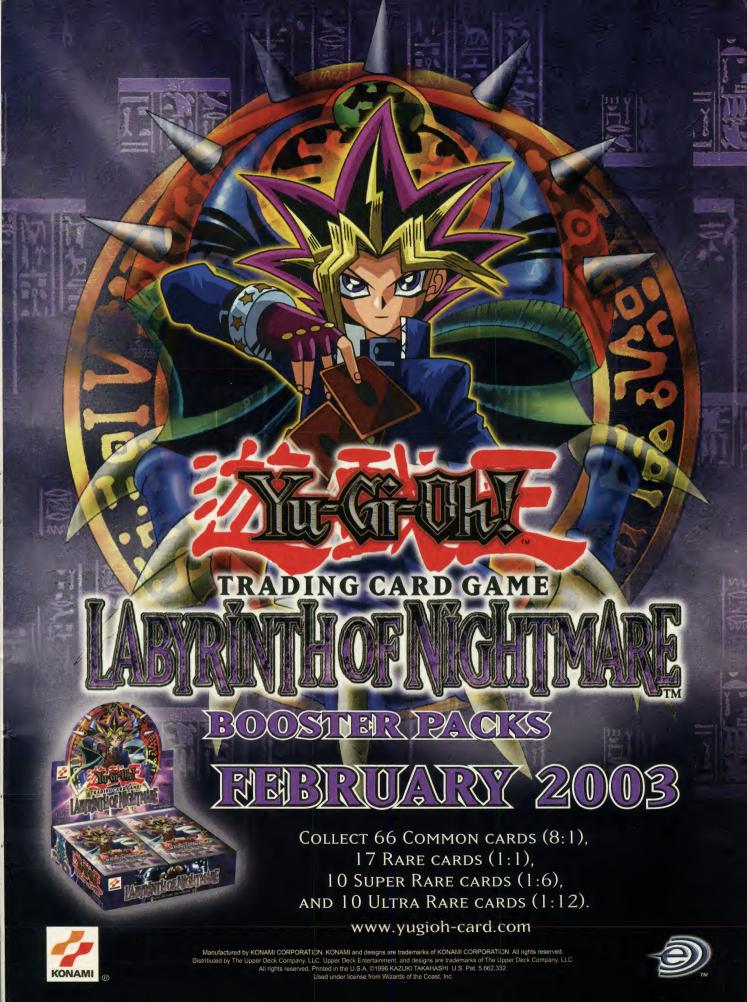
Reserve line unit: A unit in any

determine the result. Roll: Discarding the top card of your Action deck and using the die to

greater than the deteated unit's rolls; if the number is equal to or Rout Check: The winner of a battle eadership, the unit routs

WAR-CRY.COO

Warhammer, the Warhammer logo, and all imagery are trademarks of Games Workshop Ltd. WarCry and the WarCry logo are trademarks of Sabertooth Games Inc







WARHAMMER

SCRYEDECK

by Michael Patrick Sullivan

In the heat of battle, there are soldiers who thrive on pain. The plasma fires keep them warm. The sounds of explosions remind them they are alive. The souls of their enemies satiate their hunger. Who better to live in the anarchy of war than the forces of Chaos?

Chaos thrives on its ability to modify enemy die rolls. Deprive your enemy of the ability to pass tests with an abundance of negative modifiers. When your opponent starts to feel the pain, make it worse by using the game text on **Discs of Tzeentch** to rally and use the command line on **Tzeentch Pink Horrors** to bolster your command hand.

Building this deck from the bottom up yields one of the most important cards in the deck. The lowest die roll in the deck is two. There are only six twos in the deck, and four of them belong to **Subjugator Titan**, one of the most powerful cards in the game. This is fortunate, because the most important test you'll have to make with this deck is 3+ on the Titan.

With the rest of the deck carrying a three or better on the die, your Pink Horrors will also prove extremely effective, having a greater than 90% chance of shooting for three or better, and possessing a speed of three, making them difficult to block. Slaanesh Hell-Knights and Chaos Bikers also rely on high die rolls to determine how much suffering they bring to the table.

While you'll be a veritable high roller of death, your opponent will become accustomed to rarely, if ever, passing a test. 26 cards in the deck have command lines or game text with negative die-roll modifiers. The Chaos Space Marines are a double threat, in that they posses a -1 modifier in their command line, as well as inflicting -1 on all enemy rolls while they're in play. In using all those modifiers, you run the risk of depleting your command hand, leaving yourself open to any number of ugly attacks, so keep Emperor's Children in reserve until you've nearly burned off your hand. Using them will net you some new cards to continue the fight.

The only character in this deck is **Nemamiah**, and he's the only one you

Prepare for

SUBJUGATION!



CHAOS BEGETS CHAOS

2x Planetary Defense Cannon (IV)

4x Squad Pherus (IV)

4x Squad Tanium (IV) 4x Squad Sethos (DV)

4x Subjugator Titan (DV) 4x Emperor's Children (CC)

4x Nemamiah (CC)

2x Plague Marine Terminators (CC)

4x Bunker Complex (PP)

2x Chaos Bikers (PP) 4x Chaos Havocs (PP)

4x Chaos Space Marines (PP)

2x Discs of Tzeentch (PP)

4x Juggernauts of Khorne (PP) 4x Renegade Space Marines

4x Slaanesh Daemonites (PP)

2x Slaanesh Hell-Knights (PP)

4x Traitor Space Marines (PP)
4x Tzeentch Pink Horrors (PP)

need. When used with Subjugator Titan, you've got a repeating mechanic to eliminate opposing units with die rolls of five or higher. Getting Nememiah locked can be a chore. This deck provides you with ample opportunities to use your own cards to get Nemamiah locked, including rolling to destroy an enemy unit with the Subjugator Titan or shooting with the Tzeentch Pink Horrors. You could also lock Nememiah to give yourself a negative modifier on a high roll.

With the Subjugator Titan, destroy units with a five or six on the die. Each time you destroy one, Nememiah's reaction lets you rally any unit (like the Subjugator Titan that you just used). After a couple rounds like that, your opponent may start concentrating his firepower on Nememiah, but you've got a nearly even chance of making his armor save. Don't forget to use your fleet

card ability to increase your chance of getting the Titan/Nememiah combo out of your deck and into the trenches.

The deck's fortifications are few, but important. Planetary Defense Cannon, besides being difficult to destroy, works with units like Squad Tanium and Squad Pherus, denying your opponent the use of tactics and destroying an enemy unit during the resolution of

events, respectively.

Your other fortification is Bunker Complex. This is where your negative modifiers really come into play, effectively depriving your opponent of the ability to shoot you. It'll also help facilitate locking Nemamiah for his reaction text. Once your command hand has been depleted, you can fall back on the game text of the Plague Marine

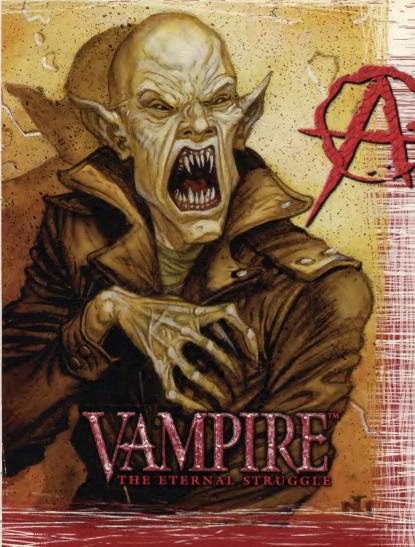
Terminators to ensure that your opponent continues to fail his die rolls.

With rares making up less than a fifth of the deck, construction shouldn't be out of reach of most players. Should substitutions be needed, consider whether or not you want to maintain the heavy firepower of the deck or fortify your assault ability. On the shooting side, Possessed Space Marines are a good substitute for Chaos Bikers. They also allow you to discard the top five cards of your deck and infiltrate any Daemon discarded. The deck contains 18 Daemon units, including the Titan. For assault units, Tzeentch Flamers or Chaos Predator Destructor make excellent substitutes.

When your opponent's every failure turns into success for you, this deck may get him thinking twice about even entering the fray in the first place. A victory by concession is still a victory — but nobody gets away that easy.







Anarchs is the latest expansion for vampire: The Eternal Struggle.
Three different pre-constructed starter decks make learning to play easy, and booster packs with over 120 unique cards allow you to expand your game.

vampire society favors the privileged elders who claim domain over the world, and dominion over the younger children of caine. Now the time has come for revolution Bold and rebellious kindred have formed gangs of Anarchs to oppose elder rule, and other old and wise rebels gladly seize the opportunity to rule the Anarchs as self-styled barons.

MAY 2003

the anarchs are not alone, though.

Joining them in independence from
camarifa and sabbat elders, the
bestial gangrel return from self-exile
to continue their war against the
antedifuulans who would bring
gehenna upon the world.



Also Available

at your local retailer



CAH: MAIN

by Charles Sonnenburg

The Clone Wars may be ancient history to the average Imperial citizen, but that doesn't mean battle droids are history. With Trade Federation technology and Jawa know-how, you don't need a fancy stormtrooper army to crush the rebellion. And with the improvements offered by A New Hope, you can't afford not to have your own droid army!

On their own, Jawas are unremarkable. They're slow and have average power and health for their cost. The only thing that really helps them is the Jawa Leader, who gives them an extra point of power. Overall they just fill out the lower part of the build-point curve.

But it's not about what the Jawas do themselves, it's what they can do for the droids. Jawa Supply Trip lets you put a droid into your build area with a counter for each Jawa you have on the table. So regardless of the build points rolled, you should be able to drop a large droid every time you play the card. And unlike San Hill, your opponent doesn't get any extra build points, which gives you the advantage.

To help you make the best use of your Jawa Supply Trips, use the ultimate off-road vehicle. Tatooine Sandcrawler can be tapped each turn to take a Jawa or droid from your deck into your hand. If you need to reinforce any arena, you can grab a Homing Spider Droid, Droid Starfighter Wing, or Destroyer Droid to give it the heavy hitter needed to swing the balance of power your way. This will actually put your opponent in a difficult position: Should he devote his forces toward taking out a high-health Sandcrawler or let you pull out the right card every turn to support your droid army?

In the character arena, your build curve is going to have Jawas on the low end, with the majority of your Destroyer Droids and Super Battle Droids covering the middle. For the early game, while you're still building up your forces, use Lull in the Fighting to prevent damage. It should keep your Jawas safe until you get the best use out of your Jawa Supply Trips, and you can devote your build points to strengthening the other two arenas.

By the midgame, you should have



No bad motivators - we guarantee!



CRAZY DATCHA'S **USED DROID SHOP**

CHARACTERS

4x Jawa Leader (ANH)

4x Jawa (ANH)

1x Destroyer Droid, P Series (AC)

2x Destroyer Droid, W Series (SR)

4x Super Battle Droid 5TE (SR) 4x Super Battle Droid 8EX (AC)

GROUND

3x Jawa Squad (ANH)

2x Destroyer Droid Squad (AC)

3x Hailfire Droid (SR)
3x Super Battle Droid Squad (SR)

2x Homing Spider Droid (SR) 3x Tatooine Sandcrawler (ANH)

SPACE

4x Droid Starfighter DFS-1VR (SR)

2x Droid Starfighter DFS-4CT (AC)

4x Droid Starfighter Squadron (AC)

3x Droid Starfighter Wing (AC)

BATTLE/MISSION

2x Trade Federation Offensive (SR)

4x Lull in the Fighting (AC)

4x Jawa Supply Trip (ANH)

2x Press the Advantage (ANH)

dropped two or three of your heavy hitters with your Trips and you can relax a little on the character arena. Your biggest opposition is going to be damage-preventing characters and Jedi. One-third of the deck is devoted to this arena, because you'll need your superior numbers to hold it.

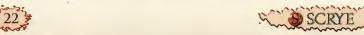
The space arena is a challenge. Most of your ships fall into the lower and middle-cost tiers - not enough to swarm, but possessing some staying power. Your Droid Starfighter DFS-1VRs are basically one-shot ships, so feel free to use their +5 power kamikaze maneuver. They combo nicely with Press the Advantage. Trade Federation Offensive will allow you to get the jump on piloted ships that pump up their speed.

Against heavy hitters, your fighters should be able to get their damage in first and put down one big ship each

The ground arena is where the fun happens. You've got low-end Jawa Squads and some middle-ground Droid Squads. The Hailfire Droid and Homing Spider Droid form the real meat of the deck. Hailfires are perfect for handling powerful-but-slow defensive platforms with their Stun 3, and their five power will make short work of swarm forces. The Homing Spider Droid is a tank: seven power, five defense, and shields, combined with a decent speed, mean that this droid's going to be drawing most of the opponent's fire. Unless you absolutely need that one final hit, the Sandcrawlers should be used exclusively for pulling out droids and Jawas. This will help thin out your deck, as well as getting you the right supporting cards given the number of build points available. Your only real concern in this arena will be AT-TEs and their high speed. In those cases, save your Trade Federation Offensives for this arena and try to destroy them first.

So come on down to Crazy Datcha's Used Droid shop — where the Jawas prove that you can teach an old droid new tricks.







The Best Play

\$200,000 Pro Tour*• \$150,000 Masters*• Side Events

New York, Feb.1996: Michael Loconto defeats Bertrand Lestree at the inaugural Pro Tour.

Make your own history Pro Tour Venice, 20-23 March 2003

www.wizards.com/protour*
*Aggregate prizes awarded. For prize structure, go to http://www.wizards.com/default.asp?x=protour/venice02/facts#prizes
All feddemarks are property of Wizards of the Coast, Inc. ©2003 Wizards.







RYEDECK

by Steve Horton

Cardassians are the "hidden" affiliation in Star Trek 2nd Edition. They don't have a starter of their own, so a player must put together a working Cardassian deck from scratch. Luckily, with such a big set, the Cardassians have a great selection of cards, many of which are common and uncommon.

The "Spoonheads" have one specialty: capturing. While other races might gain points from engagements or combat, Cardassians take personnel from the losing ship or Away Team; that personnel is placed in the

Several powerful cards key off having even one captive. The best, Labor Camp, is played at a planet mission. At the start of every turn thereafter, you get 10 points if a Cardassian is on the planet with Labor Camp and you have a captive.

Another powerful capture card is the interrupt Condition Captive. It lets. you use a captive as your own, so not only are you taking resources from your opponent, but now you can use them in your ships and Away Teams. This is great for Cardassians, who are short on Honor and have poor Integrity; conditioning a key personnel can fill a gap just in time to pass an annoying dilemma.

Create a captive audience with

TREKUS **IEW CARDASSIANS**

Other cards that gain benefits from capturing are Kovat, Public Conservator, who can kill a captive to pump himself up; Darhe'el, The Butcher of Gallitep, who discards and draws when you capture; Corbin Entek, Undercover Operations Supervisor, who kills captives to destroy events, and the Reklar, which gains a hefty boost when you've got a captive.

Capturing isn't all the Cardies have going for them. One of the best personnel in the game is Elim Garak, Agent of the Obsidian Order. He costs only two, has five skills, and lets you discard a personnel from hand to give him a skill on the discarded card until the end of the turn. Not only does this allow you to unclog your hand of personnel, it keeps you from spending key resources on personnel that you only need for a rare skill. That Joret Dal: Patriotic Visionary with Honor sitting in your hand can be discarded to Garak to pass the irritating Misguided Activist, and it gets around Joret's ship-sapping drawback.

For this deck, I picked a wide selection of dilemmas. When you draw them, you will almost never have annoying doubles that end up on the bottom of the dilemma pile. Capturing dilemmas do the job for

you, allowing you to concentrate on missions while still gaining the benefits of captives.

You should be able to get going on the first mission by turn three or four. That mission will be Eliminate Harvesters, which can be solved quickly and easily. Once that first mission is out of the way, it's all downhill. Whether you go for captives or concentrate on mission-solving depends on your opponent and how tough his ships are. The deck can win without capturing, but Labor Camp ensures that you only need one planet, one space mission, and a few turns of delay from your dilemma choices before you win. If capturing is out of the question, go for another planet mission next, either Extraction or Evacuate Colony, depending on who's in play. Intercept Renegade is the coup de grace, and is a steal for the Cardassians at 35 points — they're loaded with Intelligence and Treachery.

Capturing makes a good side strategy and is one of the few reasons in the game thus far to divert resources away from mission-solving. Plus, who doesn't enjoy the look on an opponent's face when you nab his Data, Aspirer and force his seven-cost personnel to do your bidding?



THE PRISONER

(All cards are from the Premiere set)

MISSIONS 1x Cardassia Prime, Hardscrabble World

1x Extraction 1x Evacuate Colony

1x Eliminate Harvesters 1x Intercept Renegade

1x Kovat, Public Conservator

PERSONNEL

1x Darhe'el, The Butcher

of Gallitep 1x Corbin Entek, Undercover **Operations** Supervisor

1x Joret Dal, Patriotic Visionary

1x Damar, Loyal Glinn

2x Rogesh 1x Parn

1x Daro 1x Gilora Reial, Subspace Researcher

3x Megar 3x Emok

3x Ari

1x Lemec, Posturing

Negotiator 2x Jerax

1x Damar, Irascible Gul

2x Elim Garak, Agent of the Obsidian Order SHIPS

1x Reklar

1x Bralek 1x Prakesh

2x Keldon

EQUIPMENT 1x Cardassian Phaser Pistol

FVFNT

1x Taken Prisoner

2x Standard Cardassian Procedure

2x Labor Camp

3x "Observer" from the

Obsidian Order 1x The Pillage of Bajor INTERRUPT

3x Quantum Slipstream Drive

3x Comfort Women 2x Condition Captive DILEMMA DECK (39)

3x Impressive Trophies 3x The Moon's a Window

to Heaven 1x Wavefront

1x Triage

1x Systems Diagnostic

1x Stellar Core Fragment 1x Recurring Injury

1x Pinned Down 1x Limited Welcome

1x Kolaran Raiders 1x Command Decisions 1x Authenticate Artifacts

1x Antedean Assassins 1x Tense Negotiations

1x Microbrain

1x Bynars' Password 1x Automated Weapons

1x Dangerous Liaisons 1x Enemy Boarding Party

1x A Living Death

1x Debris Field

1x Damaged Reputation 1x Chula: Pick One to

Save Two 1x Magnetic Field

Disruptions 1x Hunter Gangs

1x Captain's Holiday

1x Temptation 1x Invidium Leak

1x Alien Abduction

1x None Shall Pass

1x Contamination 1x Misguided Activist

1x Planetary Survey 1x Chula: Echoes

1x Trabe Grenade

July 16, 1937

Atlas World News



DOGFIGHT OVER CENTRAL PARK!



ZEPPELIN DOWNED BY "GENTLEMAN PIRATE"

An enormous Red Skull Legion zeppelin exploded in a huge fireball over Central Park yesterday. According to eyewitnesses, Nathan Zachary, the so-called "Gentleman Pirate," fired the shot that took down the

It is unknown how many people were on board the zeppelin when it crashed. Witnesses said they saw several mighty airship. nes unknown now many people were on board the zeppenn when it clashed. Thuresses said they saw several people escape from the flames. It is rumored that Jonathan "Genghis" Kahn, the leader of the Red Skull Legion, was among those on the ill-fated ship. Amazingly, no one on the ground was injured in the crash.

It is believed that the Zeppelin was transporting valuable diamonds—diamonds reported stolen from a local Wall Street tycoon shortly after the stock market crashed in 1929. Several witnesses said they saw Nathan Zachary and his gang removing several boxes from the wreckage in the park.

Story continued at www.crimsonskies.com

PLAY THE NEW CRIMSON SKIES COLLECTABLE MINIATURES GAME

FLY THE UNFRIENDLY SKIES!

Crimson Skies¹⁸ is an action-packed collectable miniatures game of aerial dogfights and barroom brawls. In the world of Crimson Skies, the United States was shattered in 1930 under the crushing weight of the Great Depression. By 1937, nearly 20 separate countries feud where once stood a great nation.

Crimson Skies is two games in one! Build squadrons of planes to fight pirates, capture bootleggers, or down enemy pilots. Collect the best planes and pilots to add to your squadron.



The Crimson Skies: Air Action game captures the thrilling dogfights between the air forces of the fractured American states, air pirates, and independent security teams.

The Crimson Skies: Aces game pits top pilots against one another on the ground and in the air in battles of guts, courage, and pulp fiction derring-do.

Can you survive the deadly crimson skies?

• (OLLECTABLE MINIATURES Marquee Tournament



Rookie mistakes

Avoiding Shadowfist flubs

I first started playing Shadowfist when it was originally released back in 1995. Since then, I've played a lot of

games with a lot of different players, and I've noticed that new players make a lot of the same mistakes - mistakes I made when I first started playing the game. What follows is a list of some of the most common mistakes made by new Shadowfist players, and how to avoid them.

• The Establishing shot happens before the Main shot. Every turn of the game is divided into two distinct phases. You have to finish your establishing shot generate, unturn your cards, discard, and draw - before moving on to your main shot. Time and again, I've

seen players try to play cards before they've refilled their hand, or try to refill their hands at the end of the turn, or forget to generate power

entirely!

• Discard aggressively. Probably the single biggest mistake made by new players is that they don't take advantage of the opportunity to discard. As a result, they end up with a hand full of powerful but expensive cards they can't play. Savvy players know that getting out resources and building your power early is crucial to victory. In the early game, that means tossing out anything you can't use, so you can get to things that you need.

• Resources are never "spent." New players want to treat resources like power - something that you spend each turn. It's better to think of them as conditions that have to be met when playing a card. If you have two Dragon resources in your pool, you can play as many cards as you have that require two Dragon resources or less during your turn (as long as you have the power to pay for them). Those resources are never used up.

On a similar note, cards in your smoked pile also provide resources. Just because they're out of play does-

the Mountain to turn your characters, you can't respond by turning them to attack.

 Unturning a character doesn't remove it from the attack. Just because it's unturned doesn't mean it isn't attacking. In fact, an unturned

> attacker can turn to heal or generate other effects while attacking, so if you unturn an opponent's attacker, you probably just did him a favor.

 Wait to play states. You can play states during an attack you declared. You don't have to play them beforehand, so don't. Wait and see what your opponents do first, and then play your states for maximum advantage.

• You can't heal the dead. If a character takes enough damage at one time to smoke it, you don't get a chance to heal it.

Healing effects must be used prior to a card taking enough damage to smoke it. Look at it this way: If Johnny Tso takes a slug to the shoulder, he'll be hurting, but he'll get a chance to recover. However, if Johnny takes it between the eyes — it's too late to call the paramedics.

· Effects always go off. Once a card generates an effect, getting rid of that card won't prevent that effect from going off. If I turn my Desolate Ridge to smoke your Vivisector, and you respond by smoking the Ridge with an Orbital Laser Strike, your Vivisector is still dead meat. The only way to stop an effect is to cancel it, which means that, in the above example, what you really wanted was a Whirlpool of Blood.

• Cards in play (usually) only affect cards in play. You can't pull off the Reinvigoration Process/Arcanowave Reinforcer non-combo. Every new player tries that at least once. It doesn't work.



n't mean they're out of the game.

• Discarding and toasting. This one is a little tricky. Cards that are discarded and cards that are toasted both go to the same pile and are both out of the game permanently, but these don't mean the same things. Darkness Priestess won't trigger when an opponent discards, and Paper Trail won't work when a card is toasted. Similarly, sacrificing and smoking aren't the same thing, even though sacrificed cards are placed in the smoked pile. So Feast of Souls won't give you power when you feed your Ravenous Devourer.

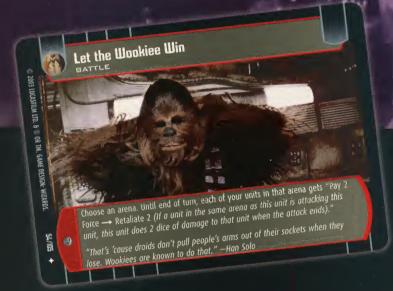
By the way, you can't sacrifice a card someone else controls. Sorry.

• You can't cancel an attack. If you declare an attack, your opponent can't play Shaking the Mountain to turn your characters and stop them from attacking. It's too late. Conversely, you can't respond to an effect by declaring an attack, so if someone plays Shaking





THREEPIO WAS RIGHT





AVAILABLE MARCH 31ST A new strategy *is* in order. Along with the ability to *Retaliate* immediately after an attack, the new 105-card Battle of Yavin™ set also brings Han, Chewie, and the *Falcon* into the pivotal battle against Grand Moff Tarkin and the Death Star.

Choose your side, and put the fate of Yavin 4 in your hands.

Official Star Wars Web Site www.starwars.com

WIZARDS OF THE COAST



TRADING CARD GAME

© 2003 Lucasfilm Ltd. & TM. All rights reserved. The Wizards of the Coast logo and DCI are registered trademarks of Wizards of the Coast, Inc. a subsidiary of Hasbro, Inc.



The Gathering

STRATEGY

by Bennie Smith

Legions is Magic's first all-creature set, so all of the new mechanics introduced in the set are there to spice up creature combat. Since Magic has slowed down and the creatures have gotten better, these new creature mechanics are likely to see some use.

Provoke. Originally, Provoke was a green card from *Stronghold* that functioned as a neo-removal spell. Unfortunately, in Tempest Block, many of the top decks ran creatures with shadow, so there wasn't much interaction in creature combat. In today's environment, the idea is certainly worth further exploration.

Particularly useful in *Onslaught-Legions* drafts, where removal is limited, cards like **Crested Craghorn** and **Goblin Grappler** function as one-shot creature removal on legs. **Deftblade Elite**'s provoke functions amazingly well with white's array of creatures that deal damage to blockers; just "call out" a worrisome small creature and mow it down when it's declared as a blocker. Its secondary ability lets it survive any other blockers assigned.

Krosan Vorine has the built-in ability to guarantee that only the provoked creature will block, so you can safely attack any creature with one power. The mammoth Brontotherium and Feral Throwback can clear the board once they start attacking with provoke, as they are large enough to survive most blocks.

A key thing to remember with Provoke is that it won't override a creature's inability to block. If the creature can tap itself (such as Birds of Paradise or Merfolk Looter), it can be tapped again before blockers are assigned. To kill one of these creatures, you'll have to hit it when it's got summoning sickness.

Provoke is a great ability for use in sealed deck or booster draft; unfortunately, most creatures with provoke aren't good enough for constructed tournament play, with the possible exceptions of Deftblade Elite and Goblin Grappler.

Amplify. Amplify also harkens back to past cards, most directly to

A legion of CREATURES awaits

the Scents from *Urza's Destiny*. Tailor-made for the tribal themes introduced in *Onslaught*, Amplify has the potential to manufacture huge monsters

Unfortunately, the expense of the creatures makes you likely to have enough cards in hand to make the ability worthwhile. Embalmed Brawler, Ghastly Remains, Daru Stinger, and Canopy Crawler are probably the best of the bunch, since

they're cheap enough to get into play early. It's interesting to note that there are two creatures with amplify higher than one. Feral Throwback has Amplify 2 as well as provoke, so if you have a beast or two in your hand when you cast him, he can dominate the board. Kilnmouth Dragon has a whopping Amplify 3; if you happen to have seven dragons in hand when you cast him, he'd be 26/26!

Much like provoke, amplify is an ability best used in sealed deck or booster draft. For most constructed tournaments, having cards that rely too much on having other cards in hand is just bad deck design. However, amplify creatures certainly add flavor to fun creature theme decks.

Morph-triggered abilities. Morph gets a new spin in Legions with creatures that have abilities triggered only by being turned face-up from a face-down position. The beauty of these cards is that they're effectively spells in waiting, capable of attacking for two points of damage and ready to flip when the triggered ability is desired.

A perfect example of this is Nantuko Vigilante. For G1, you can flip him over and destroy an artifact or enchantment, and you're left with a 3/2 creature afterwards. This kind of flexibility is handy if you're expecting



a deck with problem artifacts or enchantments, but even if you don't see any, you still have a useful creature. Unlike spells like Disenchant, Nantuko Vigilante will always be useful.

Other notable morph trigger cards include Bane of the Living, Echo Tracer, Skirk Marauder, and Tribal Forcemage. Blue also gets Master of the Veil and Weaver of Lies, creatures whose morph triggers allow you to

turn morph creatures face down again, letting you potentially reuse morph triggers again and again. Expect to see several of these cards featured in Onslaught Block Constructed, with a few trickling over into Type 2, possibly after Odyssey Block rotates out.

Double Strike. Double strike is a new keyword clarifying an ability that could have already existed in the rules. Basically, creatures with first strike deal their damage and have it resolve before normal damage is dealt and resolved. **Ridgetop Raptor** and **Rockshard Elemental** are the first two creatures that deal both first strike and normal damage.

This ability can be overpowering with effects that increase a creature's power, such as Giant Growth and Reckless Charge. Just imagine a 1/1 creature with double strike, boosted by Reckless Charge, attacking on the second turn; if unblocked, it would deal eight points of damage! With that in mind, these creatures had their casting cost increased, and unfortunately both creatures appear to be too slow to be worth playing in a constructed setting. Perhaps later sets will give us more constructed worthy cards with double strike.







ESS ORDINARY

For those who understand that a games, we offer the place to under old management You read right. The people who made Gen Con great have taken new magic. Like a bigger venue in Indy, the return of Gen Con Europe, and a new Gen Con California, Plus, all Gen Cons will offer expanded programming that includes computer gaming, big-name. celebrities, in-depth seminars, expanded exhibitor space,



THE BEST FOUR DAYS IN GAMING!

to have the time of your life.

Get the complete picture on how www.gencon.com



The Gathering

STRATEGY

by Gene Hetzel

When I first read the *Onslaught* FAQ, I knew I had fallen in love. Why? Well, I'm the type of player who loves innovation, subterfuge, and complex strategy in my games (which is why I got into *Magic* in the first place). So, when I saw the new morph ability, a truly fresh take on creature combat, I knew I would have to find a way to put a killer morph deck together that used this ability to its fullest potential.

I happen to own a copy of Illusionary Mask, the artifact that is supposed to have inspired this "new" archetype, so I knew the potential of concealed permanents. I also knew that few things draw a bead more than an unknown threat in Magic — an extension of the human fear reflex, no doubt.

One of great beauties of morph is that many of the creatures that have it are significant threats when flipped over, but are also relatively expensive to cast in their original forms. By bringing them in as 2/2 creatures for three mana, a player with a morph deck need not be defenseless while building her mana base up to satisfy some of the hefty costs of unmorphing the creatures.

There is, however, a lot that can take out these morph creatures, so I had to figure out how to keep my precious pets from getting wiped by any random Pyroclasm that took a liking to them. As I read the FAQ once again to make sure I understood all the new rules completely, I came across this small but significant rules clause:

If a face-down creature is removed from the game, it's turned face up. If the creature returns to the game, it returns face up.

"Aha!" I thought. "There's the rules loophole I've been searching for! Now I can really smash with those Krosan Colossuses!" And the answers lay in some of my all-time favorite cards.

One of the decks burning up the current Type 2 scene is AstroGlide. Its main engine is simple: Control a creature-heavy environment with a cheap enchantment (*Onslaught*'s Astral Slide, which uses cycling to alleviate attacking woes), while using the aforementioned rules loophole to unmorph your

Peek-a-boo!

I see huge morph creatures

heavy-hitting creatures at minimal cost.

The incredible leavesplay-enters-play mechanic, which I've nicknamed "peek-aboo," that Astral Slide allows is by no means a new one - it dates back to The Dark. The incredibly useful nonbasic land Safe Haven performed this function way back in The Dark, bringing about an interesting way to save creatures from imminent death. And that was just the beginning.

Since then, several cards have had a removal/exposure effect. Sadly, most of these cards have been relegated to the status of quirky or chaff cards by serious Magic players. And with the emergence of the wellsupported phasing mechanic in the Mirage Block, most players simply opted for the more abundant cards with that ability instead of peek-a-boo solutions.

Unfortunately, for my purposes, phasing doesn't bring creatures back into play unmorphed, whereas peek-aboo cards do.

The good news is that many peek-a-boo cards are surprisingly cheap and can serve many different roles in a deck. Icy Prison can lock up an oppo-

nent's creature (or your own); **Cold Storage** is Safe Haven in artifact form; and Liberate is an instant that gets around permanent removal.

Four of the best cards with this ability include Wormfang Drake, Parallax







Wave, Planar Guide, and Flicker. The Drake in and of itself is a great deal with the right comesinto-play effect creature, but it really shines when a morpher is hidden under its wing. Your opponent has to wonder whether killing the cheap, powerful flyer is really that good an idea when your morph might be something along the lines of Krosan Colossus. Parallax Wave's selectable Wrath of God-like

effect needs no introduction to most seasoned players, but its interaction with morph makes it even more of a powerhouse.

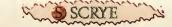
Legions, the newest Magic set, also has an interesting peek-a-boo card in Planar Guide, a cheap creature with a unique global effect.
Flicker, whose low playing cost of two mana almost assures its playability, may be the best of all as its ability to peek-a-boo any per-

manent instantly makes it both a catalyst for unmorphing and a valuable spot reset button for almost anything on the board.

Which leads to an interesting observation: Most of these cards are currently legal for Type 1.5 tournaments.
Admittedly, any deck pushing this agenda would almost always be considered a "rogue" deck, but that's really the beauty of its functionality. The metagame is sometimes

shaken by something as off-the-wall as this, and with two more sets in the Onslaught Block sure to feature more morph creatures, there should be more than enough hidden weapons to stock your armies with.





POWER UP!



The Aquapolis™ set is the largest ever, with 186 cards, including three new special-energy cards. Put a charge in your game.

Get the Aquapolis set today.







© 2002 Pokemon.
© 1995—2002 Nintendo/Creatures Inc/GAME FREAK inc.™ 8 ® Nintendo.
Ranufactured and distributed by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.
he Wizards of the Coast logo is a registered trademark of Wizards of the Coast, Inc.
he Aquapolis logo is a trademark of Wizards of the Coast, Inc.
© 2002 Wizards of the Coast, Inc.







SCRYEDECK

by Dave Meddish

Where's the wizard?

Magic's Three Card Monte

There's a con game known on the street as "Three Card Monte," where the dealer shuffles three cards, lavs them face down, and challenges the player to find the queen. The concept can be translated to Magic using morph creatures, forcing your opponent to guess which card is the queen and which is the 9/9 fatty rumbling across the red zone.

Three Card Monte's creature base consists entirely of morphs - so

Ixidor, Reality Sculptor is an automatic addition. His ability to turn a 2/2 "Grey Ogre" morph into a 3/3 "Hill Giant" is nice, but his ability to flip a morphed card is even better. Ixidor's de-morphing ability enables the deck to splash cards of colors you normally couldn't splash. Krosan Colossus, for example, makes for a nice (or unpleasant) surprise when your opponent was expecting something more innocuous. A single Quicksilver Dragon, almost impossible to remove once active, is often your best finisher, and Snapping Thragg's combat ability is too good to pass up.

However, most of the cards in the deck stay in the deck's colors, blue and white. Any deck running white and morph creatures has to include Exalted Angel, which can easily become a 4/5 beatstick on turn four, and Whipcorder, an efficient 2/2 that can clear the way for your attackers.

Given that there are so many good morph wizards, there's no reason not to use them, starting with Voidmage Prodigy. Many people forget he has the morph ability, and he gives the deck the ability to counter spells, which it otherwise lacks. The Prodigy, however, tends to be fragile, so to protect him, the deck has Mage's Guile, which also cycles in a pinch, and the new Willbender from Legions. This card is



amazing. Any time you have a morph creature and two mana. opponents will get nervous about targeting anything of yours. He's not so good after being flipped, but after that, he's food for the Voidmage and don't forget that Ixidor is also a wizard.

If your opponent plays something that you'd rather have on your side of the board, there are two copies of

Riptide Entrancer, another creature that will force an opponent to start making tough guesses as to what in the name of Sol'kanar the Swamp King is under that card.

Rounding out our quartet of wizards-in-a-box is the underrated Aphetto Alchemist. He forms his own combo with Whipcorder, creates an instant blocker from a creature that's previously attacked, and works wonders with anything that has a tapping ability, such as Disruptive Pitmage, Gravel Slinger, or a creature enchanted with Lavamancer's Skill.

That fills out the creature base: the rest of the deck contains accelerators to get you the cards you need quickly. Future Sight is insanely powerful, making up for its otherwise prohibitive casting cost. Once on the table, Future Sight lets you go through your deck like the proverbial hot knife through butter. Sleight of Hand is great in the early game to get you deeper into your deck and fits the theme of the deck, to boot. Throw in four copies each of Lonely Sandbar, Secluded Steppe, and the Onslaught "fetch" lands, and you have a deck that, while a little slow to get going, should be dropping threats every turn by turn six or so.

In the sideboard, you'll need some

kind of enchantment removal. While Disenchant is good, Dawning Purist fits the deck much better. Arcane Laboratory will slow down decks that like to cast multiple spells every turn, like those built around Mirari's Wake. Circle of Protection: Red is there to combat Sligh, Aether Burst is there for sheer versatility, and Morningtide will handle those pesky decks that like to play spells from the graveyard.

The beauty of this deck is that you can find room for just about any morph creature, including Silent Specter, Nameless One, Headhunter, and Ebonblade Reaper, just to name a few. By the time Onslaught Block is finished, there should be many more that could find a home here.



THREE-CARD MONTE

3x Ixidor, Reality Sculptor (ON)

4x Willbender (LG)

3x Aphetto Alchemist (ON)

3x Voidmage Prodigy (ON) 2x Riptide Entrancer (ON)

4x Whipcorder (ON)

2x Exalted Angel (ON)

1x Krosan Colossus (ON)

1x Quicksilver Dragon (ON)

4x Snapping Thragg (ON) 4x Mage's Guile (ON)

4x Sleight of Hand (7th)

4x Secluded Steppe (ON)

4x Lonely Sandbar (ON)

4x Flooded Strand (ON)

4x Adarkar Wastes (7E)

5x Island

4x Plains

SIDEBOARD

2x Dawning Purist (ON)

1x Demystify (ON)

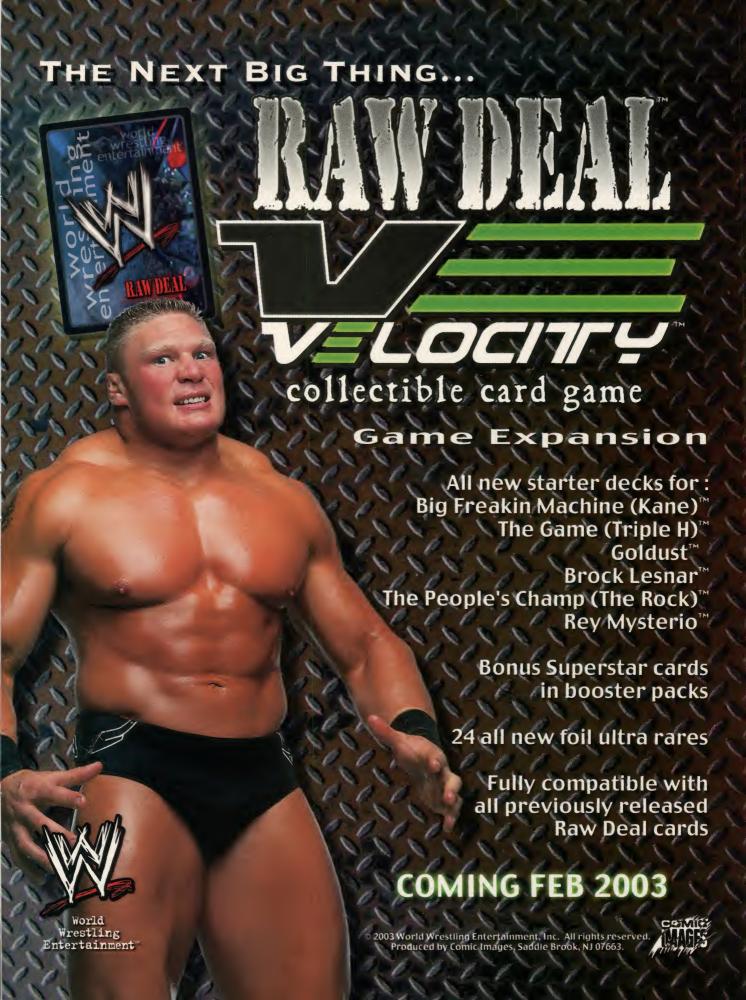
3x Arcane Laboratory (7th)

4x Aether Burst (OD)

3x Circle of Protection: Red (7th)

2x Morningtide (TR)







METAGAME

by Bennie Smith

In Onslaught, Wizards of the Coast pushed "tribal power" decks that feature a single creature type that benefits from spells designed with them in mind. Whereas before you could cobble together goblin or merfolk decks, rarely were creature themes given so many tools to work with. Clerics, zombies, beasts, wizards, elves, soldiers, and goblins all have tons of cards to choose from in Onslaught and Legions. Once Scourge is released, some of these tribal themes may become first-tier competitive decks; for now, they make great fun for duels with your friends or a Friday Night tournament.

Zombie Drain relies primarily on Graveborn Muse to overwhelm your opponent with card advantage. Undead Gladiator and Gempalm Polluter cycle and help you dig further into your deck to get the cards you need. Corpse Harvester turns a creature already on the way to the graveyard into another zombie and a Swamp in hand. You will typically want to grab either another Muse, a Polluter for the kill, or a Noxious Ghoul for some



ZOMBIE DRAIN

- 3x Zombie Infestation (OD)
- 4x Smother (ON)
- 3x Chainer's Edict (TO)
- 3x Corrupt (7th)
- 4x Gempalm Polluter (LGi)
- 4x Withered Wretch (LGi)
- 2x Crypt Creeper (LGi)
- 4x Undead Gladiator (ON)
- 4x Graveborn Muse (LGi)
- 3x Corpse Harvester (LGi)
- 1x Noxious Ghoul (LGi)
- 3x Unholy Grotto (ON)

22x Swamp

TRIBAL POWER

Magic's new clans invade Type 2

creature control. Smother and Chainer's Edict give you some of the best creature removal in Type 2, and Corrupt allows you to recoup some of the life lost to the Graveborn Muse.

Note the lethal little combination of Gempalm Polluter and Unholy Grotto; with a few zombies in play, you can drain life points from your opponent every turn without losing any card economy. Withered Wretch and Crypt Creeper are efficient little beatdown creatures with special abilities that are particularly useful in today's Type 2. Whether you need Wonder, Genesis, or Anger removed from the game, or just want to keep a Psychatog player's graveyard trimmed of extra cards to feed his pet, these two zombie twins can handle the job quite nicely.

Unfortunately for the elves, an entire block of Type 2 was missing this creature type (Odyssey Block), so there's only 7th Edition, Onslaught, and Legions to build from. Luckily, Legions brings in a bumper crop of options for a beatdown deck, with Gempalm Strider and Tribal Forcemage giving solid boosts to your early elves.

Nothing beats a turn-one Llanowar Elves, and while Defiant Elf may look silly, there are ways to pump him up and stop your opponent's laughter, starting with Giant Growth. Elephant Guide also gives a great boost to power while making the deck more resistant to removal. Caller of the Claw replaces your entire army if they walk into a Wrath of God or Mutilate, and if you have Wirewood Herald in play, you can retrieve Caller from your deck when all your creatures die. In fact, the Heralds give you great flexibility, letting you splash single copies of situational cards. Elvish Soultiller is there to rejuvenate your deck if your opponent eliminates all your threats, and an Elvish Lyrist lends a hand if a troublesome enchantment like Worship or Mirari's Wake shows up. Finally, Symbiotic Elf can buy you time from a particularly fierce attack.

One card I didn't include was

Elvish Champion, mainly because he himself is not an elf and doesn't enjoy the benefits of many of the tribal cards, but feel free to try him out. Of all the tribes, I think elves are the real underdogs, and I hope they get some major help in *Scourge*.

Magic's counterspells have really been dumbed down over the past few sets, leaving many blue mages in despair. At the same time, the game's been coaxing the blue mage into investing on the board by controlling creatures. So rather than attempting to hold onto the tattered remnants of blue instants to hold in your hand, why not give in to the new blue?

Voidmage Prodigy is the figurehead for this new trend. Together with Patron Wizard, he turns every wizard on the board into a potential counterspell. Willbender and Echo Tracer give you great board control through morph triggers, and Riptide Laboratory lets you use them again or save your wizards that have taken lethal damage. Riptide Director can potentially draw you an insane



WHEN ELVES ATTACK

- 4x Llanowar Elves (7th)
- 4x Defiant Elf (LGi)
- 1x Elvish Lyrist (7th)
- 4x Wirewood Herald (ON)
- 4x Elvish Warrior (ON)
- 4x Gempalm Strider (LGi)
- 3x Tribal Forcemage (LGi)
- 2x Caller of the Claw (LGi)
 1x Symbiotic Elf (ON)
- 1x Elvish Soultiller (LGi)
- 4x Giant Growth (7th)
- 4x Elephant Guide (JD)
- 24x Forest





number of cards. Retraced Image is an interesting little card that can help accelerate your early game: Put two Islands into play on turn one or two Voidmage Prodigies on turn three. I

included Coat of Arms because, of all of the tribes, wizards need a finisher card, so turning your wizards into large angry men can end the game in a hurry.

Last up is the beast tribe, featuring the awesome Contested Cliffs. A remake of the old promotional card Arena, the Cliffs can enable your beasts to take down two creatures each, and card advantage wins games. The problem with Cliffs is that it's mana-intensive, so I decided to play 25 lands and spend the early game removing my opponent's small creatures with Shock, Firebolt, Volcanic Hammer, and Earthquake.

Your beast parade begins at three mana with Anurid Scavenger and Thoughtbound Primoc. The Scavenger is immune to Smother, one of the most popular removal spells around, and his upkeep cost of putting cards from the graveyard to the bottom of your library gives you solid resistance to Haunting Echoes. The Primoc is a large flier that avoids Earthquake damage — just be careful if you happen to play a wizard deck! Ravenous Baloth and Hystrodon are your beatdown creatures, sporting the excellent bonus abilities of life gain and



card drawing. While you will obviously be cycling the Krosan Tusker early on, don't forget that he's a beast and can be cast to dish out the beatdown.





by Bennie Smith & Sheldon Menery

9: If I put Druid's Call on any Phantom [anything], would I get any tokens?

A: No. Damage to the Phantoms is always prevented. Druid's Call triggers on damage being dealt.

Q: Can I cast Maña Drain targeting an Obliterate and still get the eight colorless next turn, even though it wasn't countered?

A: Yes. You carry out the instructions of the card as well as you can. Obliterate says that it can't be countered, not that it's an illegal target for counterspells. Mana Drain tries to counter it, but can't, so you follow the rest of the text. This is similar to the rulings for Absorb and Undermine.

9: Do tokens have a mana cost? Does it matter whether they're dragon tokens or squirrel tokens?

A: No, it doesn't matter and yes, they do. It's zero.

9: If my opponent's **Phantom Nishoba** blocks one of my creatures and I cast **Flaring Pain** before damage is on the stack, does the Nishoba still lose a +1/+1 counter?

A: Yes. Removing the counter isn't dependent on the damage being prevented.

Q: If I have **Cowardice** out and someone **Terrors** my **Morphling**, and in response I use Morphling's ability to make it untargetable, does the Morphling still go back to my hand because of the Cowardice?

A: Yes, because Cowardice's ability isn't targeted and the trigger condition is only being chosen as the target of a spell or ability. Your opponent announces Terror, targeting the Morphling, and Cowardice triggers and goes on the stack. You respond by making the Morphling untargetable. The Cowardice resolves, and you put the Morphling back in your hand. Of course, you didn't need to make it untargetable, because it's going to bounce before the Terror ever resolves.

Q: I have Krosan Reclamation in my hand when my opponent casts Deep

THE KNOWLEDGE VAULT

Analysis. He says he can then flash it back before I can use Reclamation to shuffle it back into his deck. How can his sorceries be faster than my instant?

A: Repeat after me: There are no speeds in Magic. The times you can play sorceries are just more limited than instants. It must be your Main Phase and the stack must be empty. To answer your question, after Deep Analysis resolves, the active player gets back priority. He announces Deep Analysis. The first thing that happens is that the Deep Analysis is put on the stack, meaning that it's no longer in the graveyard. By the time you get priority, it's not there for you to target with Krosan Reclamation.

Q: If I attack with a creature that has double strike (this creature deals both first-strike and regular combat

damage), and the creature kills its blocker with the first strike damage, can I then assign regular damage to my opponent?

A: No. You can only assign damage to the player if the creature is unblocked (or has trample).

Q: If my opponent plays a creature with amplify and reveals several creatures of the same type, can I respond with a burn spell to try and kill it before it gets the +1/+1 tokens that will put it out of burn range?

A: No. Amplify is part of the resolution of the spell that puts the creature into play, so it's never in play without the counters. You can tell this from the wording "As this card comes into play," as opposed to "When this card comes into play," which is a triggered ability.

RULES SPOTLIGHT

"Play from your hand" vs. "Put into play."

There are a number of cards that instruct you to do something only if you play it from your hand, such as <code>Hypnox</code> or <code>Cloud of Faeries</code>. The phrase "play from your hand" means completing the steps of announcing a spell: putting it on

the stack and paying its mana cost (there are others, such as choosing targets, but we'll use just the two most common here).

Playing something is therefore what we used to (and many folks still do) call "casting." Putting something into play, on the other hand, is the effect of a spell or ability, such as Elvish Piper or Reanimate.

If you announce Hypnox, pay 8BBB, and it resolves, you'll be able to remove your opponent's hand from the game (at least

until the Hypnox leaves play). If Hypnox is reanimated from your graveyard, the ability won't trigger, because you didn't follow the steps above.

Cards which have restricted trigger conditions specifically say so on the card or in the latest errata/card wordings.





Put target creature card from any

graveyard into play under your control. Lose life equal to that creature's total casting cost.

"You will learn to earn death."

The Library

Tournament banned and restricted lists



Banned & Restricted

CURRENT AS OF MARCH 1, 2003 CARD SETS PERMITTED FOR M:TG TOURNAMENT PLAY

TYPE 1 (CLASSIC) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, Judgment, Onslaught, Legions, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1 RESTRICTED: Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Channel, Crop Rotation, Demonic Consultation, Demonic Tutor, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Fastbond, Fork, Frantic Search, Grim Monotith, Hurkyl's Recall, Library of Alexandria, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Recall, Regrowth, Sol Ring, Strip Mine,

Stroke of Genius, Time Spiral, Time Walk, Timetwister, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 1 (CLASSIC) BANNED: Amulet of Quoz, Bronze Tablet, Chaos Orb, Contract from Below, Darkpact, Demonic Attorney, Falling Star, Jeweled Bird, Rebirth, Tempest Efreet, Timmerian Fiends

TYPE 1.5 (CLASSIC-RESTRICTED)
SETS: Arabian Nights, Antiquities,
Legends, The Dark, Fallen Empires, Ice
Age, Homelands, Alliances, Mirage,
Visions, Weatherlight, Tempest,
Stronghold, Exodus, Urza's Saga, Urza's
Legacy Urza's Destiny, Mercadian
Masques, Nemesis, Prophecy, Invasion,
Planeshift, Apocalypse, Odyssey,
Torment, Judgment, Onslaught, Legions,
promotional cards, and all basic sets

TYPE 1.5 BANNED: Amulet of Quoz, Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Bronze Tablet, Channel, Chaos Orb, Contract From Below, Crop Rotation, Darkpact, Demonic Attorney, Demonic

(Alpha-7th Ed.)

Consulation, Demonic Tutor, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Falling Star, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Jeweled Bird, Library of Alexandria, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Rebirth, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Tempest Efreet, Time Spiral, Time Walk, Timetwister, Timmerian Fiends, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

EXTENDED FORMAT (TYPE 1.X) SETS: 6th Ed., 7th Ed., Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, Judgment, Onslaught, Legions.

EXTENDED FORMAT BANNED: Dark Ritual, Dream Halls, Earthcraft, Lotus Petal, Mana Vault, Memory Jar, Mind Over Matter, Replenish, Survival of the Fittest, Time Spiral, Tolarian Academy, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 2 (STANDARD) SETS: 7th Ed., Odyssey, Torment, Judgment, Onslaught, Legions

ICE AGE BLOCK (EXTENDED) SETS: Ice Age, Homelands, Alliances

ICE AGE BLOCK BANNED: Amulet of Quoz, Thawing Glaciers, Timmerian Fiends, Zuran Orb.

MIRAGE BLOCK SETS: Mirage, Visions, Weatherlight

MIRAGE BLOCK BANNED: Squandered Resources

RATH CYCLE SETS: Tempest, Stronghold, Exodus

RATH CYCLE BANNED: Cursed Scroll

URZA BLOCK SETS: Urza's Saga, Urza's Legacy, Urza's Destiny

URZA BLOCK BANNED: Gaea's Cradle, Memory Jar, Serra's Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

MASQUES BLOCK SETS: Mercadian Masques, Nemesis, Prophecy

MASQUES BLOCK BANNED: Lin Sivvi

Rishadan Port

And One colorless mana to your mana pool.

1, &: Tap target land.

Rishada is the gateway to free tradebut the key will cost you.

Defiant Hero, Rishadan Port

INVASION BLOCK SETS: Invasion, Planeshift, Apocalypse

ODYSSEY BLOCK SETS: Odyssey, Torment, Judgment

ONSLAUGHT BLOCK SETS: Onslaught, Legions

www.thirdworldgames.com



You. Your Mom. A wicked goth girl. A drunken Gorilla with a Kazoo.

This is your band. You're gonna





The Rock & Roll Card Gamel TM and the newest expansion set:

An expandable card game for 2-6 players!



COMING SOON:

ADVENTURES THE RAT-KING THE AND 8TH GRADE THE



A MOST DISTURBING CARD GAME

IT'S THE MULTI GENRE CARD GAME
WHERE YOU PLAY EACH SET
SEPERATELY OR YOU CAN MIX
AND MATCH MULTIPLE SETS FOR
WILD AND CRAZY CAMPAIGNS!



Smif Ink





DECK-AID

by Bennie Smith

Laquatas' Cure — Type 2

Chris Stewart writes:

I made a Control Black deck that uses Laquatus' Champion and False Cure for a sweet little life-loss combo. I also have Corrupt to bring down the life points enough for my Champion. The Crypt Rats are for reset and Duress gets an early peek at my opponent's hand. Howling Mine is for great card-drawing speed, while Chainer's Edict and Visara the Dreadful give massive board control, and the Haunting Echoes is for the odd card out and graveyard removal. This is a great deck and wins tons of games, but it needs a little something. Can you help?

4x Duress (7th) 4x Chainer's Edict (TO)

3x False Cure (ON) 2x Howling Mine (7th)

4x Nantuko Shade (TO) 4x Crypt Rats (7th)

4x Corrupt (7th) 4x Laquatus' Champion (TO) 2x Visara the Dreadful (ON)

1x Haunting Echoes (OD)

4x Cabal Coffers (TO)

22x Swamp

Bennie replies:

I really like your combo of False Cure with a (presumably dying) Laquatus' Champion, and since that's what really distinguishes your deck from other mono-black decks, I'm going to focus on that.

First, we need to make sure Laquatus' Champion can be cast; with Cabal Coffers that shouldn't be a problem. Next, you want to make sure you have a False Cure in your hand. A Coffers-fueled mono-black deck can easily afford to run Diabolic Tutor, so let's play four to find your combo. Undead Gladiators help you dig deeper into your deck and can also attack in a pinch. I replaced the Howling Mines with Skeletal Scrying, since you don't want your opponent to be drawing cards, too.

Okay, so we have a Champion in play and a False Cure in hand; how do we get the Champion to die? Attacking

BLACK AND

an opponent who blocks with a threepower creature is one way, but we don't want to have to rely on that. Cabal Therapy is a fantastic card in combination with Duress, and its flashback cost is sacrificing a creature - perfect! Innocent Blood is a cheap removal spell that also requires you to sacrifice a creature, again feeding your fiendish plans. I'd like

to round the deck out with a Mirari (forking your False Cures can end it right there), and a Mutilate to Tutor for in case of an emergency.

When playing the deck, keep in mind that it's perfectly capable of winning without the combo. Laquatus' Champion is a powerful creature in his own right. Attack with him and regenerate him to keep on the offen-

> sive, but hold onto that False Cure for when your opponent is down to six life. Then, let him go with the Cure.

4x Duress (7th) 4x Cabal Therapy (TO) 4x Innocent Blood (OD)

4x Chainer's Edict (TO) 4x False Cure (ON) 3x Undead Gladiator (ON)

4x Diabolic Tutor (OD) 1x Mutilate (TO) 1x Mirari (OD)

4x Laquatus's Champion (TO) 2x Skeletal Scrying (OD)

3x Cabal Coffers (TO)

22x Swamp



2x Wrath of God (7th) 1x Balance (4th) 4x Disenchant (7th)

4x Swords to Plowshares (IA)

2x Land Tax (4th) 1x Congregate (US)

2x Spirit Link (7th) 4x Knight of Dawn (TE) 4x Empyrial Armor (WL)

4x Order of Leitbur (FE)

1x Order of the White Shield

3x Savannah Lions (4th)

3x Diving Griffin (PY) 3x Serra Angel (7th)

2x White Knight (LGi)

1x Strip Mine (4th)

19x Plains

Bennie replies:

First, you need to make sure you have the most abusive combo available to a white weenie strategy: Land Tax and Scroll Rack. These two cards together can net you three extra cards each turn with which to keep up your weenie pressure.

Next, you want to make sure you play four Savannah Lions. They are simply the best one-mana creatures in the game, and no white weenie deck is complete without them. The Orders are extremely good choices, being able to dodge The Abyss while squeezing in extra damage whenever you have extra mana. I'd also recommend Phyrexian War Beasts, since they're large, cheap, Abyss-proof, and their drawback can actually help you get a Land Tax back online. I also added eight Soltari clerics since shadow is such a reliable evasion ability, they will get damage through when other avenues have been closed. I chose not to run Knights of Dawn and Serra Angel, since they are both mana-intensive, and you will want your threats to be much cheaper.

4x Savannah Lions (4th) 3x Order of Leitbur (FE)

3x Order of the White Shield (IA)

4x Soltari Monk (TE) 4x Soltari Priest (TÉ)

3x Phyrexian War Beast (ALL) 4x Sword to Plowshares (IA)

4x Land Tax (4th)

2x Scroll Rack (TÉ)

2x Seal of Cleansing (NE)

4x Empyrial Armor (WL) 1x Strip Mine (4th)

3x Wasteland (TE) 19x Plains



Send your deck questions to scryedecks@krause.com!

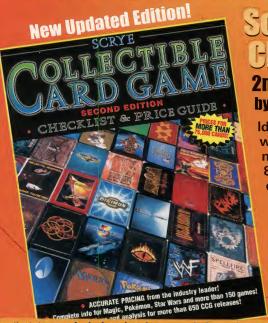


White Weenie Beatdown - Type 1

Marc A. Jean writes:

I'm currently trying to build a mono-white Type 1 beatdown deck, but it's not perfect yet, and I wonder how I could upgrade it. The Knight of Dawn/Empyrial Armor combo works pretty well supported by Land Tax, but I'm not sure about some little details. I'm thinking about adding another Wrath of God or two, Rout, Armaggedon, and some other cards to destroy lots of enchantments and artifacts, but then I'm afraid it'll become a mass destruction deck more than a weenie beatdown deck. Here it is:

Hey Gamers... we've got what you've been waiting for!



Scrye Collectible Card Game Checklist & Price Guide

2nd Edition

by John Jackson Miller and Joyce Greenholdt

Identify and price every collectible card game printed in English with this one-of-a-kind reference. Experts provide reviews of more than 450 releases and accurate prices for more than 85,000 cards. Helpful for those who use card storage pages, card lists are separated into nines. Checkboxes help you keep an inventory of your collection, plus identify a wish list. Also contains expanded coverage of collectible miniatures games, with sections on Mage Knight, Mechwarrior, and

Softcover • 8-1/2x11 • 688 pages
700 b&w photos • 16-page color section
Item# SCCG2 • \$22.99

"...it is not only the lists, but the extra info that truly makes this first-of-its-kind book shine."

- customer review of first edition posted to amazon.com

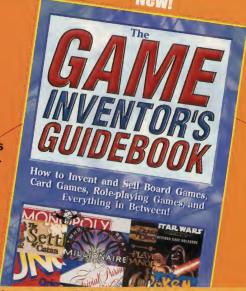
The Game Inventor's Guidebook by Brian Tinsman

Publish, market, and sell your great game idea with help from this how-to guide! This unique resource explains game creation, available markets, finding a publisher, and how the industry works for all game types, including role-playing, collectible cards, miniature games, and board games. Special sections feature information on self-publishing, frequently asked questions, publisher contacts, and in-depth interviews with successful game/inventors.

Softcover • 6x9 • 168 pages 75 b&w photos • Item# GIH • \$14.99

"A great read! Tinsman has collected facts, legends, and perspectives from all facets of our business. Think you've designed the next Monopoly game? This book is for you."

— Michael Gray, Senior Director of Product Design, Hasbro Games



"Much more than a how-to treatise, this book paints a remarkable detailed picture of the game industry by presenting the perspectives of a distinguished group of experienced game inventors and publishers."

—R. Wayne Schmittberger, Editor in Chief, Games Magazine

To order by phone, call 800-258-0929 and mention offer C13Z.

Name			Phone	
Address				
City		State_	Zip	
Check/Money Order E			S	
Charge my: ☐ Visa	☐ Mastercard	□ Discover/Novus	☐ American Express	
Card#		Exp Signa	ture	
			C13Z, PO Box 5009, Iola WI	54945-500

	Qty	Item#	Description	Price	Total						
i		SCCG2	Scyre CCG Checklist & Price Guide	\$22.99							
		GIH Game Inventor's Handbook \$14.99									
	Sales Tax: CA, IA, IL, KS, NJ, PA, SD, TN, WI residents please add appropriate sales tax.										
ı	Ship	ping & F	landling								
	Subtotal										
	Total										

Shipping & Handling: \$4.00 1st book, \$2.25 each additional to US addresses. \$20.95 1st book, \$5.95 each additional to non-US addresses.



FIRST CUT

by Geoff Snider

THE BATTLE

On to ruin, destruction, and war

OF HELM'S DEEP

The Battle for Helm's Deep was chaotic and destructive, with thousands of different things occurring at once. Over here an Uruk cuts down a defender of the Rohirrim. over there a well-aimed Elven arrow finds its mark: here a massive machine of Isengard destroys fortifications, there a lone Dwarf fights on, despite the odds. So stands The Battle of Helm's Deep expansion chaos with a focus, with many themes centered on one: survival.

Everyone wants to see what Gollum will bring to

the playing environment. He finds exactly the balance of playability and storyline characteristics that players will desire. Although only ten cards are allocated to him in this expansion, they are both purposeful and fun. Follow Sméagol will provide players the ability to bypass the occasional opponent's site, while We Must Have It helps the Shadow player to play Gollum at a critical time.

The last hope

The Hobbits Sam and Frodo are now completely separated from the original fellowship, deep into their journey towards Mordor, when they encounter Gollum (or Sméagol). Sting, Baggins Heirloom becomes the new alternative to the older version of Sting. This card is increasingly more important as Sméagol and Gollum become more prominent figures in the playing environment. Since Sam, Nice Sensible Hobbit becomes the main "fighter" in a Ring-bound Hobbit strategy, it's important that he have a bit extra vitality. Rare Good Ballast, as well as his game text, will give Sam the extra durability he needs to help Frodo on their quest.

For the Dwarves, card-drawing capabilities extend into the maneuver phase with cards like Lend Us Your Aid and More To My Liking. Stacking the correct card on a Dwarven condition at the correct time could be critical. Also,



Gimli's role as "horn-blower" shows in the **Horn of Helm**, striking fear into the black tide of Isengard's Uruk-hai.

The Elven defenders of Helm's Deep were mighty, but too few. Naith warriors from Lothlorien, led by Haldir, filled the air above the Deep with their deadly arrows. Break the Charge is the pinnacle of Elven archery. Combine this card with multiple copies of Elven Bow, Splendor of Their Banners, and Gondor Bowmen, if available, and you'll achieve a tremendous archery total. Healing is the other theme for the Elves in this expansion. Legolas, Archer of Mirkwood and Legolas' Sword are both formidable cards, helping both Legolas and Gimli heal.

As for the white wizard, Gandalf, his cards have an altogether brandnew feeling to them. Down From the Hills and Fury of the White Rider show how powerful a warrior Gandalf can be, and how great an inspiration he can be to the troops around him. The Ents are also a demonstration of how great the wizard's influence in Middle-earth can be. Powerful and old, wise and slow, the Ents are reluctant to fight unless provoked. Barkskin, Elder Shepherd embodies the Ents' characteristics, requiring a Hobbit or two to inspire them to fight.

A number of cards in this expansion have been dedicated to the knights of Gondor. Though smaller than most Fellowship Block compan-

ions, their fortifications can make them larger than their kin. Citadel of the Stars is a great example of how a group of tactical cards can provide a great benefit. Players will find a wealth of new playing styles with this strategy.

The armies of Rohan break the mold in Battle of Helm's Deep. This is their time (and expansion) to shine, and shine they do! Éowyn, Daughter of Éomund and Théoden, King of the Golden Hall bypass having to play Rohan's possessions during the fellowship phase, denying the opponent the extra

twilight pool. The possessions of Rohan also increase in effectiveness. Rohirrim Bow provides them with some much-needed swarm protection, while Rohirrim Helm gives them an additional tactical advantage in combination with Rohan's mount possessions.

The armies of Shadow

Adding to their possession- and condition-destroying arsenal, the wild men of Dunland now gain the ability to destroy an opponent's hand. These new minions, the Dunlending Rampager and Dunlending Renegade, are by far the cheapest minions available for their strength, fitting well in an all-Dunlending swarm deck. Leaping Blaze can increase the deadly effectiveness of this swarm.

The armies of Isengard are set against the defenders of Rohan in two forms: vicious Wargs and their Orc riders, and the terrible Uruk-hai berserkers backed by mighty siege engines. The Warg-rider is an entirely new breed of Orc compared to the earlier Isengard Orcs. These riders all have the fierce trait while they're not exhausted, but they're relatively small and weak. They require their beastly Wargs to bring them up to ferocious fighting strength. The Warg is the typical mount possession for the Orcs, allowing them to consistently win skirmishes by canceling a compan-



ion's special skirmish abilities.

The berserkers are an entirely different color of minion, whose strategies work in three stages. Uruk "engineer" minions like the Uruk Sapper and Uruk Engineer play to add tokens to the siege engines of Isengard. These "machine" cards like Devilry of Orthanc and Battering Ram assist the berserkers. The Berserk Slayer is the largest of these cards and demonstrates the best way to take advantage of machine cards. His ability is a bear to accomplish, but when it happens, the Free Peoples

will wish they had fortifications or archery fire to protect them.

The Southrons explode in this expansion. Their ability to flood the twilight pool is truly incredible, exploiting the Southron Runner, Southron Marcher, and Strength in Numbers. With all this pool available, minions like the Squad of Haradrim become more

effective than ever, stopping the opponent from moving when least expected. The Mûmak is another effective way to manufacture extra twilight pool. Mounted on a Southron Assassin, Ringbound companions must truly fear the corruption of the Ring-bearer.

The minions of Sauron gain a renewed strength and fanaticism.

The purpose of these new trackers is to swarm, wound,

overwhelm, or all of the above. Their chief lieutenant is Grishnák, Orc Captain, backed by the Orc Cutthroat and Orc Patrol. While drawing cards is the business of the Orcs that guard the Black Gates, they all contribute a little. After drawing enough cards, conditions like Morannon may help them draw even more Orcs with which to



swarm the Ringbearer. There's also an element of site control available to these new minions, and once their control engine gets running, they're almost impossible to stop. If you're worried about Sting, there are also new cards to eliminate its usefulness against these Orcs. I'd Make You Squeak can become a serious

problem for the Ring-bearer if he exerts too many times, while Eye of Barad-dûr is so potentially deadly that a player may actually lose the game for daring to use Sting's ability.

Battle of Helm's Deep will be a remarkable set that introduces a slew of new elements that should make any player happy. Whether you prefer grand battles or humble Hobbits, you'll find what you're looking for to gain that "preciousss" advantage over your opponent!







by Mark Tuttle

Q: Can I use two Morgul Gates (1 R 217) to play one Nazgúl?

A: No. You may not combine phase actions. When you play one Morgul Gates, meeting its requirements and paying its costs, you're playing a Shadow-phase action that includes playing a Nazgúl. Once that action is resolved, you're all done playing that Nazgúl and another Morgul Gates can't affect his cost.

9: Can I exert a Sauron Orc multiple times for multiple wounds with Hate?

A: No. An event card is a single action that can't be repeated. Once that action is complete, the event card is discarded.

Q: Then why can I use the Archery special ability action on **Legolas, Greenleaf** (1 R 50) multiple times per turn?

A: Because that card (as well as conditions, possessions, artifacts and sites) are played to the table and remain in play until something discards or kills them. While they are there, special ability actions denoted by a timing keyword (such as Archery, Fellowship, etc.) may be declared as separate actions multiple times.

G: If I have **Orc Bowmen** (1 R 264) and four Sauron Orcs that aren't archers in play, what is my archery total?

A: It would be one.
The text on Orc
Bowmen says, "While
you can spot a [Sauron]
Orc, add one to the minion archery total."
Notice that it doesn't
say "for each." Each
copy of Orc Bowmen on
the table can never add
more than one to the
archery total per
archery phase.

Q: If I'm the Shadow player, can I spot an Elf in my own fellowship?

A: No. When you're a Shadow play-

LIBRARY OF MINAS TIRITH

Your Lord of the Rings questions answered

er, your Free Peoples cards are inactive and may not be spotted.

Q: Saruman's Power (1 U 136) and Sleep, Caradhras (1 C 84) are worded similarly, yet different. Why?

A: It's just slightly different wording that's doing the same thing. When either of these cards are played, all active conditions in play are discarded. That means that when a Free Peoples player plays Sleep, all of his condi-

tions are discarded and all Shadow conditions are as well. (The exception here is that Shadow conditions that are currently being borne by inactive Free Peoples cards are not active.)

We prefer the wording "discard all conditions" as opposed to "discard every condition." All cards that use the word "every" will eventually be reworded.

Q: Can I use Saruman, Servant of the Eye (3 C 69) to assign multiple minions to one companion?

A: No. Assignment actions may

only be performed between two unassigned characters.

9: How does defender +1 work? Does it become two separate skirmishes?

A: No. When your companion is defender +x, you total the strengths of all of the opposing minions you've assigned him to and resolve the skirmish as one skirmish. For example, if Aragorn is defender +1 and you assign him to skirmish two

eight-strength Uruk-hai, then you'd compare his strength of 8 to their strength of 16.

Plays to your support area.
While you can spot a read 1 to he minion archery total.

Q: If my Aragorn has two Flaming



Brands (2 R 32), can I then put another two hand weapons on him since each Flaming Brand says, "may be borne in addition to one other hand weapon"?

A: No. One Flaming
Brand allows the other
Flaming Brand to be
borne. Normally, a
character may only
bear one hand
weapon, but a maximum of two hand
weapons may be borne
if one or both of them

has the text "This weapon may be borne in addition to 1 other hand weapon." The same is true for the Dwarven card Hand Axe (2 C 10).

Q: Can I have **Gandalf's Staff** (2 R 22) and **Wizard's Staff** (2 C 29) both on Gandalf at the same time, since one is a possession and the other is an artifact?

A: No. The rules specify that a character can bear no more than one of each class of possession or artifact. Both are of the class "staff" even though they're two different card types.

Q: When a card such as **Such A Little Thing** (3 R 80) makes me discard, can I choose to discard from my hand or from stacked cards, like those on **Gandalf's Cart** (1 U 73)?

A: No. The rulebook defines "discard" to mean "discard from play." Some cards will specifically tell you that you may discard from hand.

Q: What does the keyword Twilight mean?

A: Twilight is what we refer to as an "unloaded" keyword. That means the keyword has no rule-based mechanic. Rather, it is referenced on and activated by other cards. "Loaded" keywords are those that are addressed in the rules with special meanings, like Archer, Ambush, etc.

Send your questions to scryedecks@krause.com!





Enchanting Ygraine

casts a spell on Warlord

Fighters in the Accordlands usually rely on being in the front line to do all their damage. Wizards can cast deadly spells, but need support to keep them effective. The Deverenian Warlord Sorceress Ygraine combines both qualities into one powerful package.

Ygraine is only level four, but she's both a wizard and a fighter, and both classes work well together in this deck. With a +7 ATK, three wounds, and a 16 AC, Ygraine can hold her own in the first rank, where she's strongest. Her strength comes from her ability to perform a melee strike immediately after she casts a spell, and she also has the riposte feat at +5. Her skill of nine makes it easy not only to make the riposte check, but to perform other feats, such as medicine, powerattack, and riding.

The focus of the deck is making Sorceress Ygraine into an unstoppable killing machine, while using other characters to support her. The two best support characters in the deck are the rogue Magellan and the wizard Taumar the Protector. Magellan has an order that targets a Deverenian in play and gives that character an additional melee strike equal to his or her lowest melee strike. Because Ygraine has only one melee strike at +7, Magellan can double her impact. Taumar gives all Deverenian fighters in the rank in front of him +2 AC and +2 skill. Taumar's ability works even when he's stunned, and he can help Ygraine cast some spells when needed.

A secondary focus of the deck is building superweapons for your characters. Ygraine's not a highlevel character, so she can't use some of the game's most powerful items, like Breastplate of Power or The King's Lady. Instead, she must create these weapons.

When cast on a weapon, Death Rune enables it to inflict an extra wound when it hits with a melee strike. Rune of Swift Striking gives the character holding the enchanted weapon an extra melee strike at +0 whenever attacking. In addition to Ygraine, Taumar is can cast these rune spells.

While there are only two different weapons in the deck, they give it



decent flexibility. You can go for the power of the 2-Handed Sword or give your opponent the surprise factor of the Nothrog S'sike. Your opponent will think twice about moving characters within range of a Nothrog S'sike with a Death Rune attached. Ygraine can stay on the front line for a long time with the extra hit points and healing provided by Bruntor's Helm, Rod of Resistance, Glyph



RYEDECK

by Derrick Seabrook

of Healing, and Medical Kit.

Ygraine can't win the game alone, so she has some potent characters backing her up. No Deverenian deck is complete without three copies of Master Annandale. It's hard for your opponent to use his character with four +9 strikes when Annandale attacks early and spends that character, whether he hits or not. Christopher Arcadis benefits from a 2-Handed Sword enhanced by a Death Rune, as he targets a character in the first and second rank with a melee strike doing two wounds.

Not every weapon and item in the deck is for Ygraine. Sir Alain d'Ilchant can also bring the pain with his ability to equip items to himself when he comes into play. Signon's Disciples and Titan are powerful characters, and Elaneor Tremayne can be a solid rankholder as you wait for other characters to appear. Master Halvedar is a powerful character with possibly the highest non-Warlord armor class in the game. Add to that his riposte ability, and he can easily back up Ygraine, along with the other strong Deverenian fighters.

You should be able to keep your opponent on the defensive with this deck. Just remember that this wizard works well on the front line. fighting alongside everyone else.



SORCERESS YGRAINE'S WEAPON FACTORY

STARTING

1x Sorceress Ygraine (NV)

2x Lady Melegrance (BK)

3x Baudwyn Troubadour (BK)

CHARACTERS

2x Christopher Arcadis (NV)

1x Master Halvedar (NV)

3x Master Annandale (BK) 3x Magellan (NV)

2x Titan (NV)

2x Squire Igerne (TC)

3x Sir Alain d'Ilchant (NV)

2x Storm Crows (TC)

1x Ghed Lionel (TC) 3x Taumar the Protector (NV)

2x Signon's Disciples (TC

2x Elaneor Tremayne (NV)

ITEMS

3x Nothrog S'sike (NV)

2x Bruntor's Helm (BK)

2x Rod of Resistance (AS)

3x 2-Handed Sword (GE)

2x Cloak of Protection (pr)

2x Havat-Iahn Stance (AS)

3x Griffon of Misear (GE)

1x Nehil (BK)

1x Glyph of Healing (pr)

2x Medical Kit (NV)

ACTIONS

3x Death Rune (BK) 2x Rune of Swift Striking (BK)

3x Bloodthirsty (BK)

3x Flame Arrows (BK)

2x Shatter (BK)







Don't get lost in the

Labyrinth of Nightmare

Scrye's Top 10 picks



105 cards

UIDE

Monsters

Amazon Archer

Lvl. 4 Earth Warrior/Effect. ATK:1400 DEF:1000. Offer 2 monsters on your side of the field as a Tribute to inflict 1200 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are

Amphibian Beast R Lvl. 6 Water Fish. ATK:2400 DEF:2000. Agua Spirit

Lvl. 4 Water Aqua/Effect. ATK:1600 DEF:1200. This card can only be Special Summoned by removing WATER monster in your Graveyard from play. As long as this monster remains face-up on the field, during each of your opponent's Standby Phases, you can change the battle position of 1 of your opponent's face-up Monster Cards. Once changed, the monster must remain in this position for the rest of the turn

Bazoo the Soul-Eater SR Lvl. 4 Earth Beast/Effect. ATK:1600 DEF:900. You can remove up to 3 cards in your Graveyard from play to increase the ATK of this monster by 300 points for each card removed from play until the end of your opponent's next turn. This effect can only be used only once during

Bio-Mage Lvl. 3 Light Fairy. ATK:1150 DEF:1000.

Boneheimer Lvl. 3 Water Aqua. ATK:850 DEF:400.

Crimson Sentry Lvl. 4 Fire Warrior/Effect. ATK:1500 DEF:1200. Offer this face-up card as a Tribute to return 1 of your monsters destroyed in battle during this turn to the bottom of your Deck.

Cure Mermaid

Lvl. 4 Water Fish/Effect. ATK:1500 DEF:800. As long as this card remains face-up on your side of the field, increase your Life Points by 800 points during each of your Standby Phases.

Dancing Fairy

Lvl. 4 Wind Fairy/Effect. ATK:1700 DEF:1000. As long as this card remains on your side of the field in face-up Defense Position, increase your Life Points by 1000 points during each of your Standby Phases.

Dark Necrofear Lvl. 8 Dark Fiend/Effect. ATK:2200 DEF:2800. This card can only be Special Summoned by removing 3 Fiend-Type monsters in your Graveyard from play. When this card is destroyed in battle or by your opponent's card effect, it is treat ed as an Equip Magic Card at the end of the turn. Equip 1 of your opponent's mon-sters with this card. As long as it is equipped with this card, you control the

equipped monster **Dreamsprite**

Lvl. 2 Light Plant/Effect. ATK:300 DEF:200. When attacked by your opponent's monster, select another 1 of your Monster Cards and designate it as the attack's target, then calculate

Earthbound Spirit Lvl. 4 Earth Fiend. ATK:500 DEF:2000

Empress Mantis Lvl. 6 Wind Insect. ATK:2200 DEF:1400.

Fairy Guardian

Lvl. 3 Wind Fairy/Effect. ATK:1000 DEF:1000. Offer this face-up card as a Tribute to return 1 Magic Card sent to your Graveyard by your opponent during this turn to the bottom of your

10. Zombyra the Dark

This monster can be played early, since it's only level four. It has a huge ATK of 2100, but it can't attack your opponent directly, and when it kills a monster, its ATK is reduced by 200. This seems like a bad deal, but imagine the monsterdestroying possibilities if you get it out early in the game. When it gets small and outlives its usefulness, you can tribute it to get something



Fire Princess

Lvl. 4 Fire Pyro/Effect. ATK:1300 DEF:1500. Inflict 500 points of Direct Damage to your opponent's Life Points each time you increase your own Life

Fire Sorcerer

Lvl. 4 Fire Spellcaster/Effect. ATK:1000 DEF:1500. FLIP: Randomly select 2 cards from your hand and remove them from play to inflict 800 points of Direct Damage to your opponent's Life

Flame Dancer Lvl. 2 Fire Pyro. ATK:550 DEF:450.

Flying Fish Lvl. 4 Wind Fish. ATK:800 DEF:500.

Gadget Soldier Lvl. 6 Fire Machine. ATK:1800 DEF:2000.

Garuda the Wind Spirit C Lvl. 4 Wind Winged Beast/Effect.

ATK:1600 DEF:1200. This monster can only be Special Summoned by removing 1 WIND monster in your Graveyard from play. As long as this monster remains face-up on the field, you may change the battle position of 1 of your opponent's face-up Monster Cards at each End Phase of your opponent's

Gemini Elf Lvl. 4 Earth Spellcaster. ATK:1900 DFF:900

Gilasaurus

Lvl. 3 Earth Dinosaur/Effect. ATK:1400 DEF:400. You may treat the Normal Summon of this card as a Special Summon. If you select Special Summon, your opponent may select a Monster Card from his/her Graveyard and Special Summon the monster to

Grand Tiki Elder Lvl. 4 Dark Fiend. ATK:1500 DEF:800. **Headless Knight**

Humanoid Slime Lvl. 4 Water Aqua. ATK:800 DEF:2000.

Humanoid Worm Drake C Lvl. 7 Water Aqua/Fusion, ATK:2200 DEF:2000. "Worm Drake"+"Humanoid Slime'

Hysteric Fairy

Lvl. 4 Light Fairy/Effect. ATK:1800 DEF:500. Offer 2 monsters on your side of the field as a Tribute to increase your Life Points by 1000 points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded

Jowgen the Spiritualist R Lvl. 3 Light Spellcaster/Effect. ATK:200 DEF:1300, Randomly discard 1 card from your hand to the Graveyard to destroy all Special Summoned mon-sters on the field. In addition, as long as this card remains face-up on the field, no monsters can be Special

Kycoo the

Chost Destroyer Lvl. 4 Dark Spellcaster/Effect. ATK:1800 DEF:700. Each time this card inflicts battle damage to your opponent's Life Points, you can remove up to 2 cards in your opponent's Graveyard from play. In addition, as long as this card remains face-up on the field, your opponent cannot remove any cards in either Graveyard from play

Lady Assailant of Flames

Lvl 4 Fire Pyro/Effect ATK:1500 DEF:1000. FLIP: Remove 3 cards from the top of your Deck from play to inflict 800 points of Direct Damage to your opponent's Life Points

Lady Panther Lvl. 4 Earth Beast-Warrior/Effect. ATK:1400 DEF:1300. Offer this face-up card as a Tribute to return 1 of your monsters destroyed in battle during this turn to the top of your Deck.

Lightning Conger Lvl. 3 Water Thunder. ATK:350

by DeQuan Watson

Labyrinth of Nightmare might be the best overall set for Yu-Gi-Oh! yet. The problem is that once you see the set, you probably won't agree with my top 10 choices. The set is so strong and so full of power cards, there's no way that this list could satisfy everyone. Just prretend that there are a few dozen "honorable mentions.

Marie the Fallen One Lvl. 5 Dark Fiend/Effect. ATK:1700 DEF:1200. As long as this card exists in your Gravevard, increase your Life Points by 200 points during each of your Standby Phases.

Maryokutai

Lvl. 3 Water Aqua/Effect. ATK:900 DEF:900. The effect of this card can only be applied during your opponent's turn When your opponent activates a Magic Card, offer this face-up card as a Tribute to negate the activation of the Magic Card and destroy it

Melchid the Four-Face Beast C Lvl. 4 Dark Fiend, ATK:1500 DEF:1200.

Nuvia the Wicked Lvl. 4 Dark Fiend/Effect. ATK:2000 DEF:800. If this monster is Summoned by a Normal Summon, it is destroyed. The ATK of this card is decreased by 200 points for each monster on your opponent's side of the field.

Revival Jam

Lvl. 4 Water Aqua/Effect. ATK:1500 DEF:500. When this card is sent to the Graveyard as a result of battle, you can Special Summon this card in face-up Defense Position at your next Standby Phase by paying 1000 Life Points. This must be declared when monster is destroyed. You cannot change its position during the same turn it is Special Summoned in this way

Shining Abyss Lvl. 4 Light Fairy. ATK:1600 DEF:1800. Soul of Purity and Light C vl. 6 Light Fairy/Effect, ATK:2000 DEF:1800. This card can only be Special Summoned by removing 2 LIGHT monsters in your Graveyard

from play. As long as this card remains

face-up on the field, decrease the ATK of all monsters on your opponent's side of the field by 300 points during his/her Battle Phase.

Spherous Lady Lvl. 3 Earth Rock. ATK:400 DEF:1400. Spirit of Flames

Lvl. 4 Fire Pyro/Effect. ATK:1700 DEF:1000. This card can only be Special Summoned by removing 1 FIRE monster in your Graveyard from play. Increase the ATK of this monster by 300 points during your Battle

Spirit of the Breeze Lvl. 3 Wind Fairy/Effect. ATK:0 DEF:1800. As long as this card remains on your side of field in face-up Attack Position, increase your Life Points by 1000 points during each of your Standby Phases.

St. Joan Lvl. 7 Light Fairy/Fusion. ATK:2800

DEF:2000. "The Forgiving Maiden": "Marie the Fallen One"

Summoner of Illusions C Lvl. 3 Light Spellcaster/Effect. ATK:800 DEF:900. FLIP: Offer 1 monster on your side of the field as a Tribute (excluding this monster). Special Summon 1 Fusion Monster Card from your Fusion Deck. The Fusion Monster is destroyed at the end of the turn this card is acti-

Lvl. 4 Earth Warrior/Effect, ATK:1300 DEF:800. FLIP: Return 2 Fusion-Material monsters that were sent to the Graveyard as a result of a Fusion Summon to your hand.

Swordsman of Landstar C Lvl. 3 Earth Warrior, ATK:500

9. Mask of Weakness

The game doesn't really need another simple trap that helps destroy monsters, but this one is a bit different. First of all, as older sets become harder to find, this will be one card that is still sought-after. In addition, the 700-point reduction in ATK can be huge. Not only will it help you kill an opponent's monster, it can help you get more damage through as well. Not an obvious superstar, but there's potential.





8. Mask of the Accursed

This is a true fit for slow control decks. Stall decks can really take advantage of this card, because it achieves two goals at once: It stops one of your opponent's monsters from attacking and allows the control player to deal damage without having monsters of his own to attack with. Being able to deal 500 points a turn *and* stop your opponent from attacking you is nice.

The Earl of Demise
Lvl. 5 Dark Fiend. ATK:2000 DEF:700.

The Forgiving Maiden
Lvl. 4 Light Fairy/Effect. ATK:850
DEF:2000. Offer this face-up card as a
Tibuthe to return 1 of your monsters
destroyed in battle during this turn to
your hand.

The Gross Ghost of Fled Dreams C Lvl. 4 Dark Fiend. ATK:1300 DEF:1800.

The Last Warrior from Another Planet UR L. 7 Earth Warrior/Fusion/Effect. ATK:2350 DEF:2300. "Zombyra the Dark" + "Maryokutal". When this card is Special Summoned, destroy all monsters on your side of the field except this card. As long as this card remains face-up on the field, both player cannot Summon (including Flip Summon or Special Summon) any monster.

The Masked Beast UR
Lvi. 8 Dark Fiend/Ritual. ATK:3200
DEF:1800. This monster can only be
Ritual Summoned with the Ritual
Magic Card, "Curse of the Masked
Beast". You must also offer monsters

whose total Level Stars equal 8 or more as a Tribute from the field or your hand.

The Portrait's Secret
Lvl. 4 Earth Fiend. ATK:1200
DEF:1500.

The Rock Spirit

Lvi. 4 Earth Rock/Effect. ATK:1700

DEF:1000. This monster can only be
Special Summoned by removing 1

EARTH monster in your Graveyard
from play. Increase the ATK of this
monster by 300 points during your

opponent's Battle Phase.

The Unfriendly Amazon C
LU. 4 Earth Warrior/Effect. ATK:2000
DEF:1000. Offer 1 of your monsters on the field as a Tribute (excluding this monster) during each of your Standby Phases. If you cannot, this card is destroyed. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Tornado Bird R
Lvl. 4 Wind Winged Beast/Effect.
ATK:1100 DEF:1000. FLIP: Return 2
Magic or Trap Cards on the field to the hands of their owner.



Worm Drake Lvl. 4 Earth Reptile. ATK:1400 DEF:1500.

Zombyra the Dark
Lvl. 4 Dark Warrior/Effect. ATK:2100
DEF:500. This card cannot attack a
player directly. Each time this card
destroys a monster in battle, decrease
the ATK of this card by 200 points.

Magic

Bait Doll

Magic. Force the activation of 1 facedown Trap Card. If the timing of the

activation of the Trap Card is incorrect, negate the effect and destroy it. If it is not a Trap Card, it is returned to its original position. After this card is activated, it is placed into the Deck (not the Graveyard). The Deck is then shuffled.

Card of Safe Return UR Magic (Continuous). When a monster is Special Summoned to the field from your Graveyard, you can draw 1 card from your Deck.

Chosen One Magic. Select 1 Monster Card and 2 non-Monster Cards from your hand. 7. Fairy Box

When you consider how easy it will be to get this card, it's scary. You should be seeing a lot of these in tournament play, and I expect Upper Deck and Konami to restrict it to one per deck. With a flip of the coin, you can turn any of your opponent's attacking monsters to 0 ATK value. It costs you 500 life points to keep around, but the continuous effect is so good that the life points you save from preventing attacks should more than make up for it.

Your opponent randomly selects 1 of the 3 cards. If it is the Monster Card, it is immediately Special Summoned in face-up Attack or Defense Position and the remaining 2 cards are sent to the Graveyard. If it is not a Monster Card, all 3 cards are sent to the Graveyard.

Curse of the Masked Beast

Magic (Ritual). This card is used to Ritual Summon "The Masked Beast". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.

Cyclon Laser

Magic (Equip). This card can only be used to equip "Gradius" Increases the ATK of "Gradius" by 300 points. When "Gradius" attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.

De-Fusion

Magic (Quick-Play). Return 1 Fusion Monster Card on the field to the Fusion Deck. In addition, if all the FusionMaterial monsters for the returned Fusion Monster Card are in your Graveyard, you can Special Summon them all to the field in face-up Attack or Defense Position.

Dragonic Attack
Magic (Equip). This card can only be used to equip Warrior-Type monsters.
The equipped monster is treated as Dragon-Type and increases the ATK and

DEF of the equipped monster by 500 points. **Ekibyo Drakmord**Magic (Equip). A monster equipped with this card cannot attack. Destroys the equipped monster at the end of the

with this card cannot attack. Destroys
the equipped monster at the end of the
2nd turn of the player controlling the
monster. At that time, this card is
returned to the owner's hand.

Fusion Gate

C

Fusion Gate
Magic (Field), As long as this card
remains face-up on the field, a Fusion
Monster can be Special Summoned
without using "Polymerization". The
Fusion-Material monsters used in the
Fusion are not sent to the Graveyard,
but are removed from play.



TrollandToad.com

10053 Highway 25 South, Corbin, KY 40701 • Phone: 606-523-9878 • Fax: 606-523-9970 Hours: Monday-Friday 10 a.m. to 6 p.m. EST • OR e-mail: sales@trollandtoad.com







Mithril Dragon Deck Box \$4.95

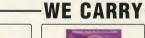


Angel Of Vengeance \$4,95

Each sturdy plastic deck box holds over 75 cards sleeved - and has a plastic divider

Over 60 more deck boxes on our site now!

(Wholesale available - call)





Boxes From Beta To Legions



ALL KINDS OF PACKS



From \$0.05 basic land to the \$6500 'Summer Magic'

More than 22000 DIFFERENT

products - and that's just our Magic The Gathering products

We have another 11000 products including Yugioh! • Card Supplies (52 different sleeves!) • Mage Knight & every other WizKid figure • Lord Of The Rings - CCG & RPG • Toys from Cthulhu Plush to Monty Python to Godzilla to Farscape • RPGs from Buffy to D&D to White Wolf • Board Games and much much more.

Always Buying Magic And Mage Knight Everything



6. Marie the Fallen One

This card makes other cards that remove things from the graveyard playable in tournaments. If you can find some neat way to discard this card, you're rewarded with 200 life points during each of your standby phases. Marie is also a good answer to cards such as Robbin' Goblin and could add a little extra life-gain to decks that don't want to play many magic or trap cards.

Infinite Cards Magic (Continuous). As long as this card remains face-up on the field. there is no limit to the number of cards in both player's hands

Jam Breeding Machine R Magic (Continuous). During each of your Standby Phases, Special Summon 1 "Slime Token" (face-up Attack Position/Aqua-Type/WATER/LEVEL 1/ATK 500/DEF 500) to your side of the field. As long as this card remains face-up on the field, you cannot Summon (including Flip Summon and Special Summon) any other monster

Lightning Blade Magic (Equip). This card can only be equipped to Warrior-Type monsters. Increases the ATK of the equipped monster by 800 points and decreases the ATK of all WATER monsters on the field by 500 points.

Mage Power Magic (Equip). For every Magic and Trap Card on your side of the field, increase the ATK and DEF of the equipped monster by 500 points.

Mask of Brutality Magic (Equip). A monster equipped with this card increases its ATK by 1000 points and decreases its DEF by 1000 points. Pay 1000 Life Points during each of your Standby Phases. If you cannot, this card is destroyed

Mask of Dispel Magic (Continuous). Select 1 face-up Magic Card on the field. The controller of the Magic Card must take damage of 500 Life Points during each of his/her Standby Phases. When the selected card is destroyed or removed from the field, this card is also

Mask of the Accursed SR Magic (Equip). The monster equipped with this card cannot attack. In addition, the player controlling the equipped monster must take damage of 500 Life Points during each of your Standby

Miracle Dig Magic. If there are 5 or more of your monsters that have been removed from play in the current Duel, return 3 of them to the Gravevard.

Offerings to the Doomed C Magic (Quick-Play). Destroys 1 faceup monster. Skip your next Draw

Return of the Doomed R Magic. Discard 1 Monster Card from your hand to the Graveyard. Return 1 of your monsters that is sent to your Graveyard during this turn as a result of battle to your hand at the end of this

Scroll of Bewitchment C Magic (Equip). Select 1 Attribute when you activate this card. Change the Attribute of the equipped monster to the one you select

Spirit Elimination Magic. When monsters in the Graveyard are removed from play, remove monsters on your side of the field from play as substitutes. This card remains active until the end of the turn that it is activated. The substitutes remain removed from play.

Spirit Message "A" Magic (Continuous). This card can only be placed on the field when "Destiny Board" is active

Spirit Message "I" Magic (Continuous). This card can only be placed on the field when "Destiny Board" is active

Spirit Message "L Magic (Continuous). This card can only be placed on the field when "Destiny Board" is active.

Spirit Message "N" Magic (Continuous). This card can only be placed on the field when "Destiny Board" is active

Spiritualism

Magic. Return 1 Magic or Trap Card on your opponent's side of the field to his/her hand. This card's activation and effect cannot be negated by any other card

The Dark Door

Magic (Continuous). Both players can only attack with 1 monster during their respective Battle Phases **United We Stand**

Magic (Equip). For every face-up monster you control, increase the ATK and DEF of the equipped monster by 800

Vengeful Bog Spirit Magic (Continuous). All monsters on the field cannot attack in the same turn that they are summoned (includes Flip Summon and Special Summon)

3. Fire Princess

This is one scary lady that makes life-gain cards truly special. Each time you increase your own life total, you deal 500 damage to your opponent. There should be a couple of decks based around this card in tournament play. The other neat thing about this card is that it's just harmless enough to stay under the restriction radar, so people should be able to have three of them in their deck for the foreseeable future.

5. Mask of Restrict

This is going to be an ultra-rare that players will hunt down because it says "good-bye" to big monsters. It stops a ton of good competitive tribute monsters and also stops several magic and trap cards. On top of all of this, the effect is continuous. This card is going to force good tournament players to play cards that remove traps. If you don't, this card could restrict your deck considerably.



Traps

Blind Destruction C Trap (Continuous). During your Standby Phase, roll 1 six-sided die once. Destroy any monsters whose Level Stars are equal to the number

rolled. If the number is "6", destroy all face-up Level 6 or higher monsters on

Collected Power

Trap. Select 1 face-up monster on the field. Equip this monster with all faceup Equip Magic Cards on the field. If the target of the Equip Magic Card is not correct, destroy the Equip Magic Card

Dark Spirit of the Silent

Trap. This card can only be activated during your opponent's Battle Step.

Negate the attack of 1 monster and select another 1 of your opponent's face-up monsters and have it attack. It the new targeted attacking monster is in face-up Defense Position, change it to

Deal of Phantom

Trap. Select 1 monster face-up on the field. Increase the selected monster's ATK by 100 points for each monster in your Gravevard during the turn this card is activated. The number of monster is applied when this card is activat

Destiny Board Trap (Continuous). At the end of each of your opponent's turns, place 1 "Spirit ssage" card from your hand or your Deck face-up to the field. If it is from your Deck, then shuffle your Deck. If "Spirit Message" cards "I", "N", "A" and "L" are all on the field in their proper order, you

2. Revival Jam

Where to begin? For starters, it's a solid level-four 1500-ATK monster. However, when it dies, you can keep getting it back for the low cost of 1000 life points. With so many players using Solemn Wish, this is sure to be an instant hit. What makes things even crazier is that it's a super-rare, so the price should stay high. It's also an Aqua-type monster, and Aqua definitely needed some help.

4. Fusion Gate

This is a useful field magic card that's also a great replacement for that hard-to-get Polymerization. Fusion Gate is better, because it can be used multiple times. The downside is that it removes the fusion material monsters from the game, but that's a small price to pay. Break out your fusion monsters - there's now a cheap and reliable way to play them.

are declared the winner. If any of the cards are destroyed or removed from the field while constructing the message, they are all sent to your Graveyard imme-

Destruction Punch Trap. When the ATK of an attacking monster on your opponent's side of the field is lower than the DEF of the attacked Defense Position monster on

your side of the field, destroy the attacking monster. Damage calculation is applied normally.

Fairy Box

Trap (Continuous). Each time a monster on your opponent's side of the field attacks, toss a coin and call Heads or Tails. If you call it right, the attacking monster's ATK become 0 only during the Battle Phase. Pay 500 Life Points during each of your Standby Phases. If you cannot, this card is destroyed.

Graverobber's Retribution C Trap (Continuous). During each of your Standby Phases, inflict 100 points of Direct Damage to your opponent's Life Points for each of your opponent's Monster Cards that have been removed from play.

Jam Defender

Trap (Continuous). Each time a monster on your opponent's side of the field attacks a monster on your side of the field and you have "Revival Jam" face-up on the field, you can change the attack target to "Revival Jam".

Jar of Greed Trap. Draw 1 card from your Deck.

Magic Cylinder

Trap. Negate the attack of 1 of your opponent's monsters and inflict Direct Damage equal to the attacking mon-ster's ATK to your opponent's Life

Mask of Restrict Trap (Continuous). No matter what the situation, neither player can offer any monster as a Tribute

Mask of Weakness Trap. This card can only be activated in the Battle Phase. Select 1 attacking monster and decrease the selected monster's ATK by 700 points during the turn this card is activated

Riryoku Field Trap (Counter). Negates the activation of a Magic Card that designates 1 monster as a target and destroys the Magic Card.

Royal Command HR Trap (Continuous). Negates the activation and effects of all Flip Effect mon-

Skull Lair Trap (Continuous), Remove any number of cards in your Graveyard from play. Destroy 1 face-up monster on the field whose Level Stars are equal to the number of the cards you removed from

The Emperor's Holiday C Trap (Continuous), Negate the effects of all Equip Magic Cards.

Tornado Wall

Trap (Continuous). This card can only be activated when "Umi" is active on the field. As long as "Umi" remains face-up on the field, any damage to your Life Points becomes 0. When "Umi" is destroyed or removed from the field, this card is also destroyed.

Torrential Tribute Trap. You can activate this card when a monster is Summoned (including Flip Summon and Special Summon) Destroy all monsters on the field

1. Torrential Tribute

SCR

Don't go out of your way to get three copies of this card. This is definitely going to be restricted to one, as it gives players yet one more way to destroy all monsters on the field. What makes this one better than Raigeki or Dark Hole is that you can wait and bait your opponent out. It works whenever a monster is summoned. It works on flip summons. It works on special summons. No matter how you use it, this is a great card all around.

These were the cards that I found to be the most interesting at first glance. Truth be told, this set had a bunch more cards that could have made the list. Labyrinth of Nightmare should definitely keep tournament play interesting for months to come.





TOURNAMENT OF MONSTERS contest!

Eight Yu-Gi-Oh! monsters have gathered for a contest to determine who is the strongest! Only one will be crowned the king of monsters!

Follow the rules to the right to determine which monster comes out on top in the tournament below.

To enter the contest, write the name

of the winning monster, plus your name, full mailing address, phone number, and age on a postcard and send it to: SCRYE Yu-Gi-Oh! Contest, 700 East State St., Iola, WI 54990. Entries must be received by April 4, 2003. No purchase necessary. One entry per person.



One **Grand Prize** winner will receive a booster box of *Labyrinth of Nightmare*.

Four **Runners Up** will each receive six Labyrinth of Nightmare booster packs.

THE RULES

- 1. This is a single-elimination tournament. The winner of each battle moves on to the next round.
- 2. When two monsters meet, the one with the highest ATK wins.
- 3. If the two monsters have identical ATK values, both monster lose, and the next part of the bracket is left empty the next opponent automatically wins that match.
- 4. Ignore any flip effects or game text.

Use the *Labyrinth of Nightmare* Players' Guide to look up each monster's statistics!

AQUA SPIRIT DARK NECROFEAR EMPRESS MANTIS LADY PANTHER SHINING ABYSS DANCING FAIRY GRAND TIKI ELDER



CHAMPION



- Singles
- Packs



- Decks
- Boxes





FREE CARDS!

Call Toll Free 888-868-2510 10am-4pm Mon. - Fri. EST

Or Visit Our Website At

WWW.CCGZONE.COM



- Magic the Gathering
- Yu-Gi-Oh!
- Harry Potter
- · Lord of the Rings
- Pokemon
- Vampire The Eternal Struggle
- · Legend of the Five Rings
- Xena-Warrior Princess
- · Young Jedi

Our Staff is Ready to take your order.

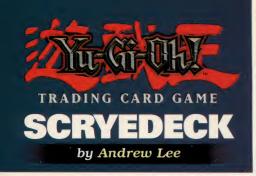
- New Sets Available Immediately Most Orders Shipped Within 24 Hours
- FAST and EASY To Use Automatic Online Trading System We Accept Credit Cards,
 Checks, Money Orders or C.O.D.











DESTINY AWAITS

Yu-Gi-Oh!'s new win condition

Move over Exodia: There's a new five-card instant win in town!

The **Destiny Board** cards consist of five cards (one trap and four magic) that win you the game instantly if they're all on the field at the same time. Naturally, there's a catch: You must have the first card of the set to play to rest, and you can only play one of these cards a turn. This can pose a big problem, since each of these cards is restricted to one per deck. This doesn't make for a tournament-viable deck design, but it is fun to play. This deck plan will maximize your ability to pull off a Destiny Board insta-win.

When building a Destiny Board deck, there are three things to think about: defense, defense, and more defense! You have to stay alive and protect your prized Spirit Message cards from being destroyed. Swords of Revealing Light leaps to mind for its simple yet useful effect, and Gravity Bind can also help. While Insect Barrier is a mundane card at best, DNA Surgery can be employed to switch all monsters on the board from whatever sub-type they were before to that of the insect variety, locking down your opponent's monsters.

To win, though, you must be able to find your Destiny Board fast, as even the most stalwart defense can't last forever. To go through your deck quickly, Upstart Goblin, Pot of Greed, and Vase of Greed solidify card advantage. Because drawing is so important to this deck, Monster Recovery also makes its way into the lineup.

Once you have it in play, you have to protect it from being destroyed.

Magic Jammer is always nice, but with non-monster removal increasing in importance, many people are packing Dust Tornado. Magic Drain can be useful, as most people play magic cards as soon as they get them unless it's a situational card like Dark Hole or Raigeki, and then they would be reluctant to discard it anyhow. Throw in 7 Tools of the Bandit and a Solemn Judgment for good measure.

For monsters, Magician of Faith and Mask of Darkness are increasingly important, as this deck's power lies in its magic and trap cards. Wall of Illusion is

always a fun choice, while Man-Eater Bug can gnaw away even the largest of monsters. Cyber Jar is for defense as well as card-drawing power, and Maryokutai supplements more antimagic. Labyrinth Wall can stall games for a while, and Hane-Hane aggravates opponents by targeting their critters or sending flipped Magicians of Faith back to your own hand for another go.

The side deck, of course, can help out against certain deck types. Ample negation cards are included to counter decks with lots of magic and trap removal, which are evident in some beatdown decks. Magic- and trapremoval cards of your own should be brought in if your opponent has nasty permanent magic or trap cards that can stop your strategy. Also, against abnormally fast monster decks that have few magic or trap cards, Messenger of Peace and Mystical Elf can put a halt to your opponent's forces.

All in all, this isn't the best strategy to play, but it is a strategy. This deck is slow. It takes at least five turns to win, and that's only if you draw a restricted card, and only if you can keep it in play for five turns.

But hey, it's a lot of fun when you pull it off!





SCRYE



3x Mystical Space Typhoon (MA)

2x Dust Tornado (PS)

1x Insect Barrier (PS)
1x DNA Surgery (PS)

1x Imperial Order (PS)

2x Mystical Elf (BE)

2x Messenger of Peace (MA)

FREEZE.

Nar gives enemies the cold shoulder

Nar is a region that freezes opponents into submission, by forcing them to pay extra for all their cards. When a card is "frozen," all the powers on that card cost one additional energy to use. If a Magi is frozen, all his or her spells and powers cost one more to use. With this deck. your main goal is to keep your opponent frozen every turn that you can. There are 11 different cards in this deck that freeze other cards on the board.

Your starting Magi is Fray. Every turn, when one of your frozen creatures attacks, the opposing Magi takes one point of damage. This may not seem like much. but over time, it wears them down. Fray's starting creature is a Yaromant, whose ability allows it to freeze creatures while it's in play. So right off the bat, all creatures are frozen.

Other cards that help you freeze creatures are Zyavu and Essence of Frost. Essence of Frost freezes every Magi, relic, and creature on the board, so the whole battlefield becomes a winter wonderland! Use Ice Lens to draw more cards and keep the pressure on your opponent at all times.

After Fray wears down your opponent, bring in Velouria. Velouria is the meat of the deck. Retrieve your Hunter Furok and save a Warrior's Boots for Velouria. Use the boots to bring in the Hunter Furok before your attack step. Using Velouria's ability, the Hunter Furok can remove energy from the opposing Magi instead of a creature, and whatever energy is removed from the opposing Magi is put on Velouria,

ENERGIZE: ©

STARTING: Hunter Furek
Power - Adore: Choose one of your Creatures.
The chosen Creature dash attack Medi directly this
turn. When that Creature' does, add energy to
Victouria equal to the amount removed from the
opposing Magin the attack.

"Nar's eleven months of writer, and one month of
thin ice."

See to Kindenbrockless

Effect: While Zyavu is in play, all Creatures in play are frozen; Powers on frozen cards cost one additional energy to uso.

Effect - Lingering Chilli: When Zyavu is discarded from play, all Creatures remain frozen until the end of the turn.

7 scream, you scream, we all scream for ice dreams."

But. by WennerColotie/Streve

offsetting the cost of the Hunter Furok or even netting you an energy gain! With all this new energy, play some cards to freeze things up. You can drop a Blizzard Hyren, which removes energy from all opposing frozen creatures. If your creatures are getting low on energy, use Ice Arboll and Mombak to bring their energy back up.

Your last Magi is
Laranel, the Ice Queen.
Find your Furok Protector
and use a Hailstorm
Pendant immediately.
The Pendant does
damage equal to your

energize rate, and Laranel's is a whopping eight! Don't forget that you can only use this relic while there are no creatures in play. Laranel's effect is also good in close battles. To target one of Laranel's creatures (or Laranel) with a spell or power, a player must remove one energy from his Magi first. So if everything on the table is frozen, that means

that creatures trying to use their powers against Laranel or one of her creatures must pay two additional energy: one for being frozen, and the other for Laranel's effect.

There's also a copy of Spirit of Rayje in the deck. This should be saved for Laranel, as well. Each region (except d'Resh) received a "spirit spell" in Voice of the Storms. This universal spirit allows your Magi to come back from the brink of death. At a zero cost, you may play Spirit of Rayje when your Magi is losing all of his or her energy from an opposing card. You place three energy on your Magi, thus saving you from sure defeat! When played on Laranel, you will energize for eight



by Michael Welling



CHILL PILL

MAGI 1st: Fray (VS) 2nd: Velouria (VS) 3rd: Laranel (VS)

CREATURES
3x Yaromant (VS)

3x Yaromant (VS)
3x Mombak (VS)

3x Great White Narth (VS)

3x Zyavu (VS)
3x Ice Arboll (VS)

3x Blizzard Hyren (VS)

2x Krenkrajak (VS)

1x Furok Protector (VS)
1x Hunter Furok (VS)

SPELLS

2x Shattershards (VS)

2x Crushing Ice (VS) 1x Spirit of Rayje (VS)

RELICS

3x Essence of Frost (VS)

3x Ice Lens (VS)

3x Warrior's Boots (BS)
2x Hailstorm Pendants (VS)

2x Rayje's Belt (AW)

more energy next turn, putting you at a ready-to-go 11. The only downside is that you can't cast this spell when you are frozen.

Shattershards is considered by many players to be the best relic removal in the game. Nar's "crushing" spell is called Crushing Ice, which allows you to remove three energy from the opposing Magi if Crushing Ice discarded a creature from play. Finally, there are two cards that freeze Magi in the deck. One is Essence of Frost, which is Nar's best relic overall. The other is a creature called Krenkrajak.

With all of your opponents' cards costing more energy, it's only a matter of time before winter sets in and they're forced to make a hasty retreat back to their cozy hearth.





Some concepts are the same no matter what card game you play. One of the concepts that's important to all collectible card games is card economy. The simplest explanation of this term is "getting the most out of a card for the least." Space in any deck is limited, so you want to get the strongest effect and the most use out of a card with the fewest drawbacks. Card economy comes in many forms in every card game, and *Dragon Ball Z* is no exception.

Sometimes you want cards that can do two things at once. If a card is good enough to play, why not look for a card that can do what it does plus another effect? You can play something that says, "Stops a physical attack," or you can play a card that says, "Stop a physical attack. Remove an opponent's ally from the game." Which one do you think is better? If you go through the World Games Saga expansion, there are very few cards with just one simple effect, especially compared to the earlier Saiyan and Frieza Saga cards.

Versatility is always good, so you'll probably want cards that give you options. For a recent deck I built, I was trying to fill the last three spots with defense cards, so chose three cards that gave me the choice of stopping a physical attack *or* an energy attack. They didn't stop focused attacks, but the flexibility of the cards was worth that drawback.

Card economy is also about using cards with big power and few draw-

Card Economics 101 Dragon Ball Z-style

backs. One such card would be Megaton Bull Crusher. This card is a simple physical attack, but it gives +1 damage for each common card in your discard pile. It's even colorless, so you can play it in any deck. Lots of power and no drawbacks - just what we're looking for. Also, even if you aren't playing for a Dragon Ball Victory, using the Dragon Balls can net you some great card economy and card advantage if used correctly.

Keep a watchful eye on cards that make you discard or remove cards from the game. To get the power of some cards, this can't be avoided. Some cards pack a huge punch and can turn the tide of the game, so you have to pay the price.

Another important aspect of *Dragon Ball Z* is personality selection. Just as you can have cards that generate huge effects or multiple effects, you can get personalities that do this, as well. In many cases, the right personality can generate strong effects for no cost at all, and "something for nothing" is the best example of card economy.

Future Gohan has a defense shield against physical attacks. This lets you free up precious slots in your deck for other cards besides physical defense cards. Many personality abilities let you attack *and* draw a card or shuffle cards back into your deck. That's great versatility with no strings

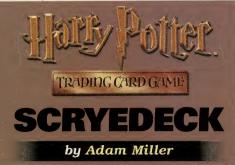
attached.

Although card economy is good, don't let it dominate your deck building. In DBZ, your cards are both your life and your weapon. Every card needs to be important. However, your cards also need to stay within the focus of what your deck is trying to do. Having a lot of cards that raise your anger is great if you want to play with higher-level personality cards, but many decks are entirely built around

their level-one personality card. This is a viable strategy; the player is making a conscious effort to take full advantage of the ability of that one personality. Unfortunately, this makes the other slots you have to spend on personality cards dead weight, so the ability better be worth it if you're willing to "give up" those slots in your deck.

Lots of thought and planning go into good tournament decks before they even get to the table. They need variability. They need flexibility. They need power. They need good card economy. Just don't forget that you need to keep your deck focused. Many times, losing decks either don't do enough or try to do too much. It's a fine line you have to follow when constructing a deck, and making good use of card economy can mean the difference between a championship deck and a runner-up.





Before entering the Chamber of Secrets, there are several things that you need: trustworthy allies, a knowledge of powerful spells, and

Harry Potter's Gryffindor greatness

loval creatures.

We'll start with Hermione Granger, from the first set, since she allows you to play two lessons for one action (after two are on the table). Her allies, The Famous Harry Potter and Hagrid, Keeper of Keys, allow you to draw cards before your turn (if you have four or fewer cards in your hand) and search for

locations, respectively.

Hermione's spells are powerful and easy to learn. Logic Puzzle allows you to solve most adventures without having to meet their normal conditions. Swarm deals one damage to your opponent for every creature in play. Toe Biter and Freeze together deal six damage to a creature, which will



knock our an opponent's Devil's Snare (watch out for Professor Sprout, though!). Illegibillus and Fluffy Falls Asleep help with your opponent's annoving cards. Bluebell Flames is the most flexible spell in the deck, with the option of dealing damage to either a creature or your opponent.

Most creatures in the deck align with Gryffindor House in some way, but you don't have to get Gryffindor Lion or Family Ghoul to have a Gryffindor House deck. Guard Dog is cheaper than Fang and isn't unique. Family Ghoul is cheap, but you need to return a creature to your hand. Gryffindor Lions are three damage/three health creatures for six lessons and no penalties (such as "discard one lesson to play"). Scottish Stag has five health, so it should hang around on the table long enough to tilt a game in your favor. Norbert and Baby Dragon are good creatures, but if you don't have (or like) them, Boa Constrictor makes a decent replacement for the dragons.

If you have one extra creature that you wish to play in a turn, get Gringotts out of your deck with Hagrid. This location allows you to have an extra turn, but beware — your opponent gets the same! A great card to play after Gringotts is the promo adventure

5 Points From Gryffindor. This reduces your opponent to just one action per turn, and to solve it, he or she has to skip five actions — well worth the five damage you take upon its completion.

If more lessons are what you need, go to the Wand Shop; it provides two Charms lessons. If you don't have The Famous Harry Potter, Hagrid, Keeper of Keys, or either location, Wizard Crackers and Dog Biscuit are commons, and both let you draw a card, in addition to other useful effects.

Now that you've met

HERMIONE'S

HORRORS

MAIN CHARACTER

Hermione Granger (1st)



CHARACTERS

1x Hagrid, Keeper of Keys

1x The Famous Harry Potter (DA)

SPELLS

3x Toe Biter (1st)

2x Swarm (QC)

3x Freeze (DA)

3x Bluebell Flames (1st)

2x Fluffy Falls Asleep (1st) 2x Logic Puzzle (1st)

2x Illegibillus (1st)

CREATURES

trustworthy allies, learned powerful

spells, and found loyal creatures,

of Secrets and confront what

lurks within!

you're ready to enter the Chamber

1x Norbert (1st)

3x Guard Dog (1st)

2x Family Ghoul (CS) 4x Gryffindor Lion (CS)

2x Baby Dragon (1st) 4x Scottish Stag (1st)

LOCATIONS

1x Gringotts (DA)

1x Wand Shop (DA)

LESSONS

12x Care of Magical Creatures

11x Charms

FREE Shipping!*

CCG House

www.ccghouse.com

We have over 350,000 Magic singles!

Free Shipping applies to Magic Singles only. Call 360-891-0866 or visit our website for details.

ust For F

Westfield Shopping Town - Vancouver, WA

Phone: 360-891-0866











KardKastle



- Boxes/Packs
- Sleeves
- Singles
- Old and New

www.KardKastle.com







We buy cards. Check out our complete buylist!

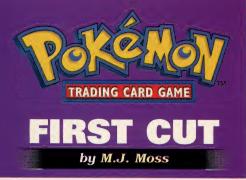
(503) 292-3161

P.O. Box 2276, Beaverton, OR 97075

Store Manager: Romain Hughes

E-mail: Romain@KardKastle.com





The second installment in *Pokémon*'s e-card block is *Aquapolis*. This 186-card set is the biggest ever, and is a great follow-up to the immensely popular *Expedition* set. With so many cards to sift through, finding a diamond in the rough looks to be a challenge, but the following should guide you through the filler and straight to the killer!

Scizor

Promo Scyther has been seeing a lot of play lately, so everyone has been on the lookout for a good evolution for it — and here it is. Aimed Grasp is more disruptive than you might think, allowing you to spread damage and disrupt your opponent's strategies at the same time. Heavy Metal combines defense with offense, as for every Metal Energy attached, Scizor becomes tougher to knock out and slams for more damage at the same time. Added to that is a curiously useful Poké-Body, making Scizor immune to poison. Steelix isn't the only playable Metal-type anymore!

Zapdos

Now that we've got a playable Zapdos, Lightning looks to be making a comeback as one of the powerhouse types of the game. Looking vaguely similar to Rocket's Zapdos, this Zapdos has Plasma and a big self-damage



into Aquapolis

Scrye's top picks

attack. Keeping it in check, though, are a couple of nasty drawbacks. First is the Anti-Lightning Poké-Body that makes Plasma or other attacks and powers the only way to energize Zapdos. Plasma was made into a flip, and watered down from 20 to 10 damage, significantly weakening it; weakness to Lightning was added, too. However, the most demoralizing drawback may be that you can't play tricks with Metal Energy, as Lightning Storm's wording puts damage counters on Zapdos, instead of dealing damage to itself. While Zapdos may not be as broken as its older brother, it's still a solid card and a great weapon in Lightning's limited arsenal.

Umbreon

Eeveelutions have been amazing as of late, and Umbreon doesn't disappoint. Now that Neo Genesis' Slowking has been banned in Modified, Dark Moon puts Umbreon on top of the very short list of hand-disruption cards in the game today. Dark Moon looks like it's just begging to be abused, as you can control what your opponent plays more than ever before. If your opponent **Pokémon Traders** for the evolution of a Basic he just played, simply snatch it away. Afraid your opponent may be holding a Double Gust? Grab it. There are endless uses for the Power, and all of them are good. Shadow Bind isn't too shabby, either.

Exeggutor

Exeggutor has been tooling around with its Big Eggsplosion attack since back in Jungle, and it may just have finally got it right. Lateral Eggsplosion uses the "Flip a coin for every energy" damage calculation that we're used to, but it counts the energy from your bench, not Exeggutor. This is useful, because you can power up your benched Pokémon and add to Exeggutor's strength at the same time. Plus, since you're not putting all your eggs in one basket (heh!), if Exeggutor bites it, you're not losing all of the energy you've invested in making the Eggsplosion big.



Ninetails

In a type known for brute strength, finding a status-controlling gem in Fire is a real treat. Ninetails is quick, attacking with the impressive Miracle Tail right out the gate for one Fire. This attack can put one special condition of your choice on the defending Pokémon. Paralyze? Cripple? Confusion? Poison? It's up to you. Roasting Heat has great synergy with Miracle Tail, in that you can satisfy the Burn clause with its first attack. Getting hit for 60 damage when you're already burned puts the defending Pokémon on a pretty fast clock before it's done for. Decent HP and good retreat make Ninetails a star. If you're getting tired of Magcargo, give Ninetails a try.

Donphan

The last playable Fighting evolution was *Neo Genesis*' Donphan. The *Aquapolis* version follows in the great tradition of Donphan's excellence. Earthquake slams for 30 damage for a negligible one Fighting. You can simply **Pokémon Center** away all the damage on Donphan and your bench at the same time, then power back up for another Fighting. Double Stab adds some power, doing an average of 40 for three colorless. A respectable 80 HP and reasonable two retreat makes Donphan the standout Fighting Pokémon in the set.

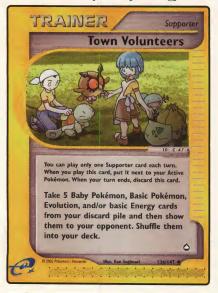


Jumpluff

Jumpluff may be the star of the entire set. Last time I checked, 60 damage for one Grass Energy is pretty good. Add a respectable HP and zero retreat, you've got yourself a highly playable Pokémon. What makes Jumpluff go from playable to amazing lies in its great Resistance and stellar Poké-Body. Kingdra is quite possibly the most-played Pokémon in Modified right now, and Feraligatr, Blastoise, and many others are seeing heavy play as well. If you can resist all of them (namely Kingdra's 30-damage Mud Splash), you've got one useful tool. If you remember the heyday of Fossil, you know how annoying Haunter's Transparency can be. Jumpluff is essentially the same (just get some damage on it via Rainbow Energy or other means), but even more destructive. Fear the 'puff!

Warp Energy

Team Rocket gave us come-intoplay effect energy cards in Full Heal Energy and Potion Energy. This one blows them away. Warp Energy has a



built-in Switch effect, allowing you to bench the Pokémon when played from your hand. Since just about everyone plays babies, or something else with free retreat, it's essentially a Full Heal. It gets around Mean Look and gets a stranded active Pokémon out of harm's way, while powering it up at the same time. It gives you tools in almost every deck, and since it combines two cards, it's very efficient and opens up deck space. This subtly strong card will see a lot of play in a variety of decks - it's got real staying power and is good in any format.

Town Volunteers

Sick of being forced to play Time Capsule because it's the only form of recovery in Modified? Town Volunteers is your cure. It's a one-sided Time Capsule, in easy-to-swallow Supporter form. The "catch" is that you can still play trainers afterwards. So let's break this down: It doesn't help your opponent and lets you play trainers afterwards. Who wouldn't volunteer for that? The fact that it's a supporter is the only downside, but since Time Capsule won't let you play any trainers at all afterwards, it's a nominal drawback.

Pokémon Fan Club

Expedition introduced the Supporters and also added the best draw cards we've seen since Genesis. Aquapolis follows up with the blatantly sick Pokémon Fan Club. When you think of a "Fan Club," you probably envision terms like "teenybopper" and "fad." Now Fan Club is synonymous with words like "powerhouse" and "broken."

Pokémon Fan Club allows you to fetch any two Basic and/or Baby Pokémon from your deck and put them on your bench. While it may not seem that great, look a little deeper



into the card. If you're playing swarm decks, like Kingdra or Jumpluff, you can grab two of the basics and start building fast. If you see Chansey, Clefable, or Ampharos, play Fan Club for two Tyrogue for heavy pressure. Against Magcargo Beatdown, Club up two Pichu. In Unlimited, it's even better. You can grab two Igglybuff if you see Slowking. If playing Slowking, you can grab multiple Slowpokes, or Slowpoke and Murkow.

The same applies to Noctowl decks. Before pulling off the Lass-Eeeeeeek combo, you can search for a Fan Club instead of Cleffa, then grab Cleffa and the basic of your choice before you play Lass. The possibilities are endless, and it opens the floodgates for every strategy that uses Basic and Baby Pokémon. I'd suggest playing at least two in almost every deck.

While these are my picks for the stars of *Aquapolis*, don't limit yourself to just these. There are plenty of Pokémon hidden in this massive set just waiting to be discovered.

Trying to complete a set or build that killer deck? Alpha Beta Unlimited is your source!

THE PLACE for singles, boxes and packs.

Easy online ordering at:



WWW.MAGICTHEGATHERING.NET

Check out our SUPER SPECIALS section for some of the BEST DEALS ON THE NET! (503) 668-6264 E-mail: abu@magicthegathering.net

Free shipping on all domestic orders of \$75 or more!

Always buying singles and collections. Come see our complete buy list.



We gladly accept Visa/MC as well as checks and Money Orders. We also now accept Paypal payments!









SCRYEDECK

by Travis Heermann

The Crane Clan has proven to be one of the most powerful factions in

Legend of the Five Ring's Gold Edition environment. The new Crane stronghold, Kyuden Doji, introduced in Fall of Otosan Uchi, offers a whole new range of tricks to Crane players without sacrificing honor advantage.

This deck takes advantage of Kyuden Doji's ability to make any personality a courtier. Recent expansions, particularly Fall of Otosan Uchi, have included several new actions usable only by

courtiers. The deck has a balance of defensive and political abilities, but contains no followers.

Bonds of Fate is a good example of a courtier action. It can either bow or straighten personalities, depending on the honor of the courtier who plays it. In this deck, you have to make Doji Nagori a courtier or use a courtier who is dishonored to bow a personality belonging to someone else.

Open Warfare is another useful card in line with the political theme of this deck. With it, you can bow your stronghold to negate the actions and abilities of another player's stronghold. This is useful when facing just about any clan, but particularly against Lion and Scorpion. This deck is vulnerable to Towers of the Yogo (Scorpion), which can bow your defenders, and The Ancient Halls of the Lion, which can negate your defensive terrains. Open Warfare can shut down these abilities when an attack is imminent.

Vengeful Dead is a great event for warding off personality-killer decks that use a lot of Assassins (Kolat or Geisha) and ranged attacks. When this event resolves, one of your personalities killed by a card effect is removed from the game to destroy another player's personality, and the event gets shuffled back into the deck. Another anti-killing card usable only by

POWDER-BLUE POLITICS

Diplomacy, Crane-style

courtiers is The Time Is Not Right: you bow one of your courtiers to negate a

Limited action targeting one of the your characters, (like Kolat Assassin, for instance).

Several of the per sonalities in this deck are not playable on the first or second turn, but they have abilities potent enough to warrant inclusion. For example, Kakita Gosha has an honor requirement of nine, but he can reduce or negate honor losses. Doji Jotaro, with an honor requirement of eight, can bow to dishonor

an attacking personality.

Dishonor is another strategy that can throw your opponent off her game, because many decks are vulnerable to it. The Company You Keep is a great card for dishonoring your opponent's personalities as they are brought into play. It is usable against practically any non-Shadowlands deck, because very few decks run all personalities with the same personal honor. Then you can Shame them, or use Bitter to

initiate a duel with them.

Don't forget about the old Crane standby: duels. This deck has dueling capability, both traditional and with a twist. Words Cut Like Steel is a courtier action that initiates a duel between the courtier and any non-courtier. You can then use the nifty ability on your stronghold to have your samurai duelist take the courtier's place. This effect works well with Iaijutsu Art, allowing you to swap in the higher-chi personality before the duel begins.

Because this is primarily an honorrunning deck, it must include defensive cards, like the traditional Block Supply Lines, Refugees, Entrapping Terrain, and Come One at a Time. Outmaneuvered in Court is another card where courtiers give you the advantage, forcing your opponent to bow his stronghold before assigning a unit to fight.

Another thing to remember is control of the Imperial Favor. **Kakita Munemori** is a nice, quiet little card that lets you cancel political actions performed by non-courtiers — like lobbying for or using the Imperial Favor.

This deck attempts a balance of honor, duels, and court politics. It's not as fast as a hardcore honor-runner or a speed military, but the new tricks in this deck give you one critical advantage: surprise.





POWDER-BLUE POLITICS

STRONGHOLD: Kyuden Doji (FOU) WIND: Toturi Tsudao

DYNASTY DECK

3x Hiruma Dojo (GE) 3x Marketplace (GE)

3x Daidoji Merchants (BB)

3x Small Farm (GE)

2x Campsite (GE) 3x Fantastic Gardens (GE) 1x Gifts and Favors (KYD)
1x Imperial Gift (GE)
1x Vengeful Dead (FOU)
1x Vectore Home (GE)
1x Acabina Koitara (FOU)

1x Asahina Keitaro (FOU) 2x Daidoji Ekiken (FOU) 1x Daidoji Rekai Exp. 2

(GE) 1x Doji Jotaro (FOU) 2x Doji Kurohito (GE)

2x Doji Nagori (GE) 2x Kakita Gosha (FOU)

2x Kakita Gosna (FOU) 2x Kakita Munemori (FOU) 1x Kakita Nakazo (FOU)

2x Kakita Yariga (FOU) 3x Yasuki Hachi (GE)

FATE DECK 3x Block Supply Lines (GE) 3x Bonds of Fate (FOU)

2x Come One at a Time (GE)

2x The Company You Keep (AOF) 2x Entrapping Terrain (GE) 2x Iaijutsu Art (GE)

3x Iaijutsu Challenge (GE) 2x Iaijutsu Duel (GE) 2x In Search of the Future

(GE)
2x Kakita Technique (GE)
2x Open Warfaro (RR)

2x Open Warfare (BB)
2x Outmaneuvered in Court

(APC)

2x Refugees (GE)
2x Return for Training

2x Return for Training (SW) 2x Superior Tactics (GE)

2x The Time is not Right (FOU)

2x To Do What We Must (APC)

2x Words Cut Like Steel (FOU)

1x Celestial Sword of the Crane (GE) 1x Bitter (SW)

1x Ring of the Void (GE)



KILLING MONSTERS LIBRARY CARD

Giles rips into the bad guys

He might have made a fine fighter pilot, or even a greengrocer, but alas, Rupert Giles was called to train vampire slayers. What thanks does he get? His girlfriend gets killed and he frequently gets bonked on the head. Now, it's time for the vamps to pay some overdue fines.

With the popularity of fighting, challenge decks have begun to fall by the wayside, but Giles didn't give up when faced with a 15-year-old girl from the Valley, and he's not going to give up on using pure brainpower to win the day. The key is to get to your challenges fast and get out with as many destiny points as you can. If you lose a few guys along the way, so be it.

In the pregame, follow this hierarchy of locations: If you get the chance to use the Bizarro Sun Cinema, seize it and keep those extra cards out of your opponent's hand. Go from there to the Sunnydale High School Auditorium, which you need for The Talent Show Must Go On. Football Field will let you get important skills on Giles without that pesky fatigue problem. Last, get the Sunnydale City Morgue, so you can draw

on the minds of the dearly departed and get them back in the game.

Much of your challenge deck requires the demonology or occult traits. Appropriately, there are several characters in the deck with those traits. Use these scholars of the arcane to bust out some heavy destiny by loading them up with the Demonology Ph.D. and Necronomenclature skills, giving you a bonus point when these braincases put their expertise to work. Offer of an Ugly Death will provide you an opportunity to grab an extra point. Keep those Offers cycling through your deck using Wesley Wyndham-Pryce to increase your chances of pulling one in your challenge draws.

Defense against brute physical attacks is a consideration at all times. Giles has Slavers, and he should by all means send them into battle. Let your Buffys and Faith take on attackers, and keep your smart guys safely behind the lines. Unless you're immediately going for Why Yes, I am a Praying Mantis, let Xander take the punishment in place of anyone else. You won't lose much in the way of talent numbers,



by Michael Patrick Sullivan



and your opponent won't get any destiny from killing him but will fatigue just the same.

Sometimes, your bookworms are simply going to have to fight, and when they do, make sure they have every advantage. Creep Factor and Book Learning will help turn the fight from kung-fu to a battle of wits. Keep a Wisdom on Giles, just in case he has to fight on your opponent's terms. If you're going into a fight with a card disadvantage, Unknown Outcome will help even things out.

He can find any book in the library, he can find any card in the deck, and sometimes he has to do both. Giles can get the Tome of Moloch at will and may have to keep up his smarts ability, which is the key to part of his ability to keep cards flowing through your hand. Another part comes from the Empty Puppet Case, which Giles can also retrieve as needed. The last part comes from Master Bones. Finally, Rupert can grab Scully Me to give himself the occult trait in case some of your experts are "lost in the stacks."

Keep on the move and use the Old Madison Body Switch as needed to keep your opponent from stamping a due date on your face. If you can get things together just right, you can nail the game in one big challenge. With that you can close the book on another foe.



THE STUDY **GROUP**

ESSENCE

1x Giles Essence (PP) **CHARACTERS**

1x Rupert Giles (PP)

1x Angel (hero) (99) 1x Buffy (companion) (99)

1x Buffy, Bizarroland (99)

1x Faith (hero) (99)

1x Riley Finn (99) 1x Wesley Wyndham-Pryce (99)

2x Xander (99)

1x Doug Perren (AC) 1x Uncle Enyos (AC) 1x Jenny Calendar (PP) 1x Sid (PP) **ITEMS**

3x Balthazar's Amulet (99) 1x Slayer's Kryptonite (99)

3x Empty Puppet Case (PP)

1x Tome of Moloch (PP) **SKILLS**

3x Demonology Ph.D. (99)

1x Major Wiggins (99)

3x Necronomentclature (99)

2x Wisdom (AC)

1x Scully Me (PP)

ACTIONS 3x Book Learning (99)

3x Creep Factor (99)

2x Drive Like Crazy (99)

1x Knowledge is Power (99)

3x Unknown Outcome (99) 1x Concealed Weapon (AC)

3x Dig Up The Corpses (PP) 2x Master Bones (PP)

3x Offer of an Ugly Death

3x Oh, the Other Cemetery (PP) 2x Old Madison Body Switch

(PP) 3x Overhand Toss (PP) 2x Thrown to the Hyenas (PP)

LOCATIONS 1x Bizarro Sun Cinema (99)

1x Sporting Goods Store (99)

1x Natural History Museum (AC)

1x Sunnydale City Morgue (AC)

1x Football Field (PP)

1x Hyena Exhibit (PP)

1x Sunnydale High School Auditorium (PP)

CHALLENGES 1x Lunch Special (99)

1x Young, Fast and Hot-

Blooded (99) 1x An American Werewolf in Sunnydale (AC)

1x A Quick Jaunt to the Funeral Home (PP)

1x Hyenas in the Principal's Office (PP)

1x The Talent Show Must Go On (PP)

1x Why Yes, I am a Praying Mantis (PP)





by Doug Taylor

When was the last time you saw a deck that drew over one-third of its cards from the Hoth expansion? Since Hoth was first introduced in 1996, players have attempted to build decks around the Dark side's powerful AT-AT walkers. Until recently, though, most such decks were, like the lumbering combat vehicles they were based on, much too slow, awkward, and clumsy. The Tatooine expansion helped with the addition of You Must Start Your Landing. and Reflections 3 gave us Prepare For A Surface Attack, but it wasn't until the fourth virtual card set that this deck truly became a force.

One of the obstacles that has always stood in the way of the Dark side "blowing away" the Hoth: Main Power Generators was the lack of a Dark side card of that name. If the Light side didn't play with that location, there was no opportunity to destroy it. With the advent of virtual cards, we have a way around that problem. The new objective (a re-tooled version of the old operatives objective which better matches the images) allows the Dark side player to begin the game with the Light side site that they aim to destroy.

"General Veers prepare your men!"

This deck is made for walkin'

Make sure you start with Imperial Domination (V), as it becomes a powerful new Scum And Villainy-type effect for Imperials and "Big Blue" decks (which focus on massive Imperial starships and combat vehicles). For your first action of the game, pull the Hoth: Defensive Perimeter and a Walker Garrison. Since Imperial Arrest Order is one of your starting cards, you can pull Executor: Docking Bay on your first turn and Hoth: Echo Docking Bay on your second. That leaves only two locations in your deck, and each of them can be pulled out with an interrupt (A Dark Time For The Rebellion (V) grabs Hoth: Wampa Cave, and We Must Accelerate Our Plans pulls Blockade Flagship: Bridge).

The first card you want to ▲ (the new symbol that means you take a card from your Reserve Deck and then reshuffle) with the objective is Target The Main Generators, since you can't afford to not find it later (and it takes another zero-destiny card out of your deck). Next, you might go grab an AT-AT (if you haven't drawn one other than Blizzard 4 by then). Remember that weapons and devices (the AT-AT Cannon (V) and Electro-rangefinder) can deploy

under the shield (the Hoth Energy Shield is in effect, forcing your cards to deploy to the outermost marker site).

Death Squadron (V) can also be pulled with the objective, leaving only two effects in the deck, both to be deployed as strategy dictates. Presence Of The Force will often go to the outermost marker site, but might go to the Hoth system if you have it locked down with your powerful star destroyers. Death Squadron (V) and Deflector Shield Generators (V) both help your star destroyers hold the system against pesky Light side ships.

Use Imperial Command to pull your low-destiny admirals that help your star destroyers deploy more cheaply (Motti (V), Piett, and Ozzel), as well as your other admirals and General Veers (V). Try to use this card when your opponent has no Force saved, as a savvy player will immediately grab it (with A Tragedy Has Occurred) when playing against a Big Blue deck.

Try to get a high-ability pilot aboard a walker, and begin the march in. With all the power at your disposal, you should soon be flipped and showing your opponent the power of Imperial walkers!



WALK THIS WAY

STARTING (11)

1x Fear Is My Ally (R3)

1x Imperial Occupation/Imperial Control (V) (SE)

1x Hoth (HO)

1x Hoth: Ice Plains (HO)

1x Hoth: Main Power Generators

(HO)

1x Imperial Decree (CC)

1x Prepare For A Surface Attack (R3)

1x Prepared Defenses (DS2)

1x You May Start Your Landing

1x Imperial Arrest Order & Secret Plans (CO)

1x Imperial Domination (V)

CHARACTERS (13) 1x General Veers (V) (HO)

1x Admiral Chiraneau (DS2)

1x Admiral Motti (V) (PRE) 1x Admiral Ozzel (HO)

1x Admiral Piett (DS2)

1x Grand Admiral Thrawn (R2)

1x Darth Vader (V) (PRE) 1x Captain Lennox (V) (HO)

1x Commander Igar (EN)

1x Commander Nemet (DA) 1x Lieutenant Cabbel (HO)

1x Probe Droid (V) (HO)

1x P-59 (CO) STARSHIPS (6)

2x Chimaera (DS2)

1x Stalker (V) (HO)

1x Devastator (PRE)

1x Death Squadron Star Destroyer (SE)

1x TIE Scout (PRE) VEHICLES (5)

1x Blizzard 1 (V) (H0) 1x Blizzard 2 (V) (H0)

1x Blizzard 4 (R3)

1x Tempest 1 (EN) 1x Blizzard Scout 1 (V) (HO)

WEAPON (1) 1x AT-AT Cannon (V) (HO)

DEVICES (2)

1x Electro-Rangefinder (HO) 1x Deflector Shield Generators

(V) (HO) EPIC EVENT (1)

1x Target The Main Generator (H0)

ADMIRAL'S ORDERS (3)

2x Battle Deployment (DS2) 1x We're In Attack Position Now (DS2)

EFFECTS (3) 1x Death Squadron (V) (HO)

1x Presence Of The Force (PRE) 1x Lateral Damage (PRE)

INTERRUPTS (10)

3x Imperial Command (DS2)

2x We Must Accelerate Our Plans (CO)

2x Walker Garrison (HO 2PG) 1x A Dark Time For The Rebellion (V) (HO) 1x Dark Maneuvers (PRE)

1x Trample (HO)

LOCATIONS (5)

1x Hoth: Echo Docking Bay (HO)

1x Executor: Docking Bay (SE) 1x Blockade Flagship: Bridge

1x Hoth: Wampa Cave (HO) 1x Hoth: Defensive Perimeter





Velocity

hits the ground running

As you read this, Comic Images' WWE Raw Deal: Velocity has hit the shelves at your friendly local game shop. Mike Foley and I realized, as we finished writing the cards in the set, that Velocity could completely revolutionize the game. We always strive to make cards that make the game and the environment more enjoyable. But never before has everything meshed and melded from our initial vision to the final product so perfectly.

We slowed the pace down deliberately with SummerSlam to give matches a more deliberate feel. In the same way that some WWE matches are slower-paced than others, SummerSlam featured "old-school" Superstars like Hollywood Hulk Hogan and Ric Flair, athletes from days of yore that personified that methodical approach.

Make sure you have on your running shoes, because with Velocity, games will fly with faster-paced, harder-hitting, higher-impact maneuvers. Do you like to sit back on the defense? Better switch gears, because your opponents will be coming at you from all directions. Do you like long, drawnout wars? You might, but you better be ready as your opponent rockets around you in the ring. Whether it's Brock Lesnar spinning his opponents for the F-5, Rey Mysterio representing with the 619, Goldust hitting the Shattered Dreams, or 3 Minute Warning careening through the air for their Top Rope Splash, they're going to be hitting their spots fast, so you better be prepared.

Quickening the pace of Raw Deal matches would make Velocity a strong



set on its own. But we went a step further, pushing the boundaries even more to replicate the exciting weekly programming of WWE, and that meant simulating the war going on these days between *Raw* and *Smackdown!* How could we translate the hottest storyline into the official CCG?

Similar to how superstars on TV have to "pick a brand," their *Raw Deal* counterparts pick a show. And in the game, you can decide for yourself what show and style you want your Superstar to emulate.

How so? Well, each show has a certain theme. So in the game, each type of card would resemble what happens on that show. Most of the hardcore antics (and, originally, the Hardcore Title) are contained on the *Raw* show. Conversely, the cruiserweights (and the Cruiserweight Title) are a focus of the *Smackdown!* show.

Let's suppose I made a **Rob Van Dam** deck. If I built him as a *Raw* deck, I'd pack a lot of foreign objects: chairs, tables, ladders, that sort of thing. Plus, as a *Raw* Superstar, he'd work

RAW DEAL FIRST CUT

by Barron Vangor Toth, Raw Deal co-designer

better with other Superstars from the *Raw* show. He'd still be RVD, but he'd play like he was on *Raw*.

If I made him with a Smackdown! flair, he'd have a lot more high-flying maneuvers: Missile Shoulder Block, Aerial 360-degree Kick, Diving Takedown, etc. And he would get extra bonuses by enhancing that theme further with Smackdown!-themed cards. A number of cards play off having branded cards in your Ring area, and the fortitude/damage ratios bridge together within the brands. For example, after you play Quick Follow Through, you'll be able to play Aerial 360-degree Kick, then Diving Takedown, and follow it up for the win with a Roll Up. The cards are designed to work together, with one leading to the next.

Another background theme that *Velocity* brings to the table are "shoot" maneuvers, a new set of maneuver cards that cannot be reversed by traditional reversals, meaning that people will have to rethink how they'll stop their opponents, because if they don't, they'll take an even bigger beating.

So add some *Velocity* to your *Raw Deal* game — not only does it make for more exciting games, it also adds the new deck-building theme of aligning yourself with either the *Raw* or *Smackdown!* show. If you're tired of your opponent dodging your regular punches, throw a "shoot" punch at his mug and watch him hit the floor fast. And nothing says "fast" like *Velocity*.





by Rod White

Fire for Effect is the first expansion for MechWarrior: Dark Age, and it adds a variety of new vehicles, infantry, and 'Mechs, including some classic favorites for old-school BattleTech enthusiasts. Fire for Effect emphasizes the use of artillery, but also introduces mercenary units and personnel carriers to the field of battle.

Reach out and thump someone

Thumper, Sniper, and Long Tom are the new artillery support units in Fire for Effect. Each artillery unit comes with an artillery marker piece. On the marker, you'll find stats for drift (six digits in a circle, resembling a clock face, with an arrow pointing to the sixth digit), marker ID# (showing

Ready! Aim! Fire For Effect!

which unit the marker belongs to and the collector number of the owning unit), minimum attack value, damage value, target value, blast radius, and attack result and drift distance (a little chart showing what the drift distance will be, based on the dice roll).

To bombard your opponent, simply place the artillery marker anywhere on the battlefield within the front arc, range, and line of fire of the artillery unit. Next, declare a ranged combat order, roll three dice as normal

(adding four if the line of fire is clear). and add the unit's attack value to the roll. If you match or beat the target value on the artillery marker, you've made a successful attack.

When hitting right on target, dish out damage equal to the firer's damage value to every unit within the blast radius. A Thumper's blast radius is 2", so all units within 2" of the center dot on the marker would take damage, unless they're protected by blocking terrain. If you miss the attack roll, then the shell will drift.

To resolve the drift, the single black die result from the attack roll is matched up with the direction on the marker. Let's say it's a five, which indicates northwest. Next, refer-

> ence the total attack result against the chart on the marker to determine how far to move the marker in the



TECHTWARRIOR

Rank: G = Green; V = Veteran; E = Elite; U = Unique Speed: F = Foot; H = Hover; T = Tracked; W = Wheeled; M = 'Mech = Repair Marker - Automatic Shutdown

BANNSON'S RAIDERS

ELITE INFANTRY (E) #003, (1) RANGE 0-10, POINT VALUE: 18 PTS. Damage (B) 2pd 2pd Speed (F) 7if 6 Attack (135°) 7 6 7if 6 5 4 4 7 6 5 4 4 18 17 16 15 14 SRM TEAM (E) #009, (1) RANGE 2-10, POINT VALUE: 17 PTS. Shim team (E) #009, (1) Hange 2-10, Point V.
Damage (B) 2aa 2aa 2aa 2a 2a 1
Speed (F) 7if 6 5 4 4
Attack (135°) 8 7 6 5 5
Defense 15 14 13 12 11 RAIDEN BATTLE ARMOR (G) #013, (1) RANGE 0-8, POINT VALUE: 14 PTS. HAUDEN BATHLE RIVER 1 1 1 1 1 1 1 1 Speed (F) 9jj 8jj 7jj 6 5 Attack (135°) 6it 6 5 5 4 Defense 16rf 16rf 15rf 15 13 HAUBERK BATTLE ARMOR (V) #017, (1) RANGE 4-14, POINT VALUE: 24 PTs. Damage (B) 2pd 2pd 1 1 1 Speed (F) 8if 7 7 6 5 Attack (135°) 5 6 5 4 4

Defense 17 17 16 15hv 14hv KAGE BATTLE ARMOR (G) #019, (1) RANGE 0-8, POINT VALUE: 14 PTS. KAGE BATTLE ARMOR (1) #91/9 (1) France 0 - 1 | Transc 0 - 1 | Tran SAXON APC (V) #026, CAP.: 1, (1) RANGE 0-6, POINT VALUE: 25 PTS. Sackin Are (9) 102-0 007-1 1 1 1 1 1 Speed (H) 13if 13ev 13ev 11 9 Attack (360°) 6 6 5 5 5 5 Defense (90) 18 17 16 15dc 14dc

GIGGINS APC (E) #030, CAP.: 2, (1) RANGE 0-6, POINT VALUE: 32 PTS.

7 7 6 5sv 4sv 19 18 17 16dc 15dc

Damage (B) 1 1 1 1 0 0 Speed (W) 13if 13ev 11ev 11ev 9ev 7 Attack (360°) 8 7 7 6 5sv 4sv

MechWarrior: Fire For Effect

Heat Effects

THUMPER ARTILLERY (G) #034, (3) RANGE 5-14 (24 ARTY), POINT VALUE: 41 PTS.

16 15 LONG TOM ARTILLERY (G) #040, (1) RANGE 4-16 (40 ARTY), POINT VALUE: 55 PTS.
Damage (B) 2 2 2 2 0 0

MIT23 M.A.S.H. VEHICLE (V) #056, (1) RANGE 0-0, POINT VALUE: 22 PTS.
Damage (B) 0 0 0 0 0 0
Speed (W) 10ev 9 8 7 6 5

6ri 15

6 6 19

19

 Damage (B)
 2
 2
 2
 2
 2
 0
 0

 Speed (T)
 6ca
 6ca
 6ca
 5ca
 5ca
 5ca
 5ca

 Attack (90°)
 7
 7
 6
 5
 0sv
 0sv

 Defense
 18dc
 17dc
 16dc
 15
 14
 13

7ri 17 6ri 16

AGROMECH MK II (E) #063, VENT 2, 90 PTS. Primary Dam.(E) 3gr 3gr 3gr 3gr Secndry Dam.(M) 3rt 2rt 2rt 2rt

Ballistic

cx Avoid Ammunition Explosion: Critical
mx Avoid Ammunition Explosion ax Ammunition Jam

cy Avoid Heat Sink Overload: Critical Avoid Heat Sink Overload wy Weapons Offline

Speed cz Avoid Shutdown: Critical Avoid Shutdown

ez Engine Overheat

Speed (H) 10ev Attack (270°) 9

Attack (270°) 8ri Defense 17

Primary Heat Eff. 0

Defense

Ballistic Damage aa Armor Piercing ap Anti-personnel sm Streak Missile pd Point Defense

Energy Damage gw Grapple Alpha Strike

Melee Damage

Hand-to-hand Weapon Rapid Strike Agility

Brawling Speed Camouflage Evade

Jump Jets Electronic Camouflage Infiltrate Attack

Repair bp Bypass it Improved Targeting sv Salvage

co Command Defense dc Decoy rc Reactive Armor Reflective Armor

hd Hardened Armor hv Heavy Armor

Speed Effects 0 0 0 -1 -1 .★
ARBALEST (V) #074, PRIMARY (2) 0-8, SECNDRY (1) 4-14, VENT 3, 113 PTS. ARBALEST (V) *9U.4, *PRIMAMY (2) U-3, SECNIHY (
Primary Dam.(E) 3 3 3 2
Secndry Dam.(B) 3 3 2 2 2
Speed (M) 8if 8ca 8ca 7ca 7ca
Artack (270°) 9 9 8 8 7
Defense 20 19 18 17 17 2 2 2 1 3 7 6 7 6 16 16 Defense Primary Heat Eff. 0 0 0 Secndry Heat Eff. Speed Effects 0 0 0 -1 -2ez

LEGIONNAIRE (V) #080, PRIMARY (1) 3-12, VENT 2, 119 PTS. 9 8 20 19 0 0 0 0 0 0 Defense 20 Primary Heat Eff. 0 Secndry Heat Eff. 0 0 -1mx -2mx → 0 0 -1 → 0 -1 -1mz →





drift direction (northwest in our example). That's where the shell hits. and everything within the blast radius takes damage as normal. If you're shelling too close to your own troops, it can be devastating if the blast drifts towards your own flanks because of a lousy dice roll!

Artillery certainly adds complexity to the game, and definitely helps thwart "'Mech Jacuzzi" tactics, where a player places a 'Mech with a 14" range in the middle of water, picking off shorter-ranged units as they approach (pushing every turn and cooling, thanks to the water). With the addition of the means to reach out and touch anything on the battlefield, aspiring MechWarriors will be busy devising new tactics. With artillery ranges going as high as 48", there's almost nowhere on the battlefield to hide.

Get on the bus

Personnel carriers (or transport units, as they're officially called) are another new unit type introduced in Fire for Effect. A transport unit has a capacity number above its stats, right where you'd find the vent value on a 'Mech. This designates the number of troops it can carry. A single infantry unit counts as one point of capacity;

while vehicles count as three. The boosters have opaque plastic shells for the infantry which you can place over infantry units (placed off to the side of the board) to designate

that they're on a transport.

To load a transport, the vehicle is given a move order and expends half its movement. Units in the rear arc of the transport can then board. To disembark, the transport spends half its movement again; units come out in base contact with the rear of the unit. If a transport hits the salvage marker on its combat dial. units need to bail out ASAP.

'cause if the transport is destroyed, all units on board are also destroyed. Suffice to say, they're not for carrying troops straight to the front lines, but transports will doubtless help get units around the battlefield faster, adding a higher degree of mobility to the game.

Playing with the big boys

Aside from the smaller units and industrial 'Mechs, most of the 'Mechs in the set are non-unique versions of the uniques from the first set. Fire for

> Effect offers green, veteran, and elite versions of the Arbalest, Firestarter, Legionnaire, and Hatchetman, and industrials include (green, veteran, and elite versions of the

AgroMech MKII, AgroMech MKII MOD, AgroMech MOD-B, and MiningMech MOD-B.

The dozen uniques are another story altogether, from the 118point Shin Wolf - Uller to Collin Tolek - Cygnus, a 285-point monster, which does six armor-piercing points of damage on its first two clicks! The impressive lineup

includes many oldschool favorites, including two unique versions of previous

non-uniques 'Mechs. In all, Fire for Effect offers 96 total figures and 40 sculpts. It's a solid addition to the MechWarrior game, and Death from Above will only add to the chaos on the ground and in the skies.

DRAGON'S FURY

SHOCK TROOPERS (G) #004, (1) RANGE 0-6, POINT VALUE: 14 PTS. Damage (B) 2 10jj Attack (180°) 7it 15

RAIDEN BATTLE ARMOR (E) #015, (1) RANGE 0-8, POINT VALUE: 20 PTS. Damage (E) 2 Speed (F) 8jj Attack (135°) 7it 17rf 17rf 16 15 14

HAUBERK BATTLE ARMOR (G) #016, (1) RANGE 4-12, POINT VALUE: 21 PTS. Damage (B) 1 Speed (F) 6if 6 1 5 5it 5

FENRIR BATTLE ARMOR (E) #024, (1) RANGE 0-8, POINT VALUE: 18 PTS. Damage (E) 2pw 2pw 2pw Speed (F) 10 9 8 Attack (270°) 7 6 6 Defense 17 17 16 15 14

SAXON APC (E) #027, CAP.: 1, (1) RANGE 0-6, POINT VALUE: 27 PTS. Damage (B) 1 1 1 1 1 Speed (H) 15ev 13ev 13ev 11 Attack (360°) 7 6 5 5 Attack (360°) 7 6 5 5 0sv Defense (90) 18dc 17 16 15 14

CYNTHIA KELLY - CENTURION #088, SECNDRY (2) 0-14, VENT 2, 171 PTS. BANNSON'S RAIDERS Primary Dam.(M) 7ca 6ca 6ca

6 7 7 6 6sv 5sv 4sv 17 17 16 15dc 14dc 13 MAXIM MK2 TRANSPORT (V) #032, CAP.: 3, (1) RANGE 0-6, POINT VALUE: 31 PTS. Damage (B) 2 Speed (H) 11 2 9 0 0 11 11 11 Attack (360°) 7it 7it 18 6 17 5 Defense (180) 19 16 13

THUMPER ARTILLERY (E) #036, (2) RANGE 3-12 (24 ARTY), POINT VALUE: 43 PTS. Damage (BB) 1 Attack (135°) 8it 16 15 13

JES III MISSILE CARRIER (V) #047, (2) RANGE 4-12, PDINT VALUE: 35 PTS. Damage (BB) 3 Speed (W) 9ev 2 8 Defense 19 18 17 16 15

Damage (BB) 3 BELLONA TANK (E) #051, (2) RANGE 0-8, POINT VALUE: 41 PTS. 10 9 9 Attack (270°) 9it Osv 17 16 15 13

DI MORGAN ASSAULT TANK (G) #052, (3) RANGE 2-10, POINT VALUE: 67 PTS. Damage (EEE) 4 Speed (T) 8if 4 8 4 0 5 3 6 7 6 9it 7sv 6sv

Defense 21 21 20 20 18 AGROMECH MK II MOD (V) #065, VENT 3, 84 PTS. Primary Dam.(E) 3fw 3fw Secndry Dam.(M) 2rt 2rt Λ 0 5 5 15 Speed (M) 5 5sv 4sv 6 Attack (180°) 6 17 5 14 Defense 20 19 19 18 16 13 Primary Heat Eff. 0 0 0 -1my Secndry Heat Eff. Ω 0 AGROMECH MOD-B (E) #069, SECNDRY (1) 2-12, VENT 3, 107 PTS. Primary Dam.(M) 3ht 3ht 3ht 2ht 0 0 Secndry Dam.(B) 2 5 6 17 6 Speed (M) 6 5 5 7 5 7 4 Attack (180°) 6sv 18 17 17 Defense 21 20 19 18 0 Primary Heat Eff. 0 Secndry Heat Eff. 0 0 -1nx -2nx Speed Effects FIRESTARTER (V) #077, SECNDRY (1) 3-10, VENT 2, 105 PTS. Primary Dam.(E) 3fw 3fw 2fw 2fw 2fw 0 0 0 Secndry Dam.(B) 3 Speed (M) 10ji 10ji 9jj 9 Attack (270°) 7sv 6sv 6sv 18 18 17 17 16 15 Defense

0 -1my -1cy -x

6sv 17

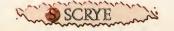
Antonia Chinn - Thor #092, Primary (2) 0-12, Secnory (1) 3-12, Vent 3, 203 pts Dragon's Fury Primary Dam.(EE) 4 4 4 4 3 3 Secndry Dam.(B) 3sn 3sn 3sn 2sn 2sn 2sn 1 1 7 7 8 7 18 17 0 6 7 17 9jj 9jj 9jj 8jj 8jj 8 10 10 10 9 9 8 21rc 21rc 20rc 20rc 19rc 19 9jj 9jj 9jj 8jj 10 10 10 9 6 6sv 15 19

Primary Heat Eff. 0 0

Primary Heat Eff. 0 0 0 -1 -1 mry ★ Secundry Heat Eff. 0 0 -1 -1 -2 mx ★ Speed Effects 0 0 -1 -1 -2 mz ★ Speed Effects 0 0 0 -1 mrz -2 ez ★ Jos. Nourver - Zeus # 095, Primarry (1) 3-12, Sechory (1) 4-14, Vent 2, 175 pts.

Primary Dam.(E) Secndry Dam.(B) Speed (M) Attack (180°) 4 3 6 10 3 2 5 9 3 2 5 9 0 4 8 19

5 4 8 8 20 20 5 22hv 22hv 22hv 21hv 21hv 21hv 20 Primary Heat Eff. 0 Secndry Heat Eff. 0 Speed Effects 0 0 0 -1my 0wy *-Ö 0 -1mz -2ez





Arbalest

Secndry Heat Eff.	0	0	-1	-1	-2nx	<i>7</i> .							
Speed Effects	0	0	0	-1	-1	J.							
HATCHETMAN (E) #98	14. S	ECHIDAY	(2) 3	-8. VI	er 2.	139 /	TS.						
	4ht		3ht	3ht	3ht	3ht	2	2	2	0	0	0	
Secndry Dam.(EE)	3	3	3	2 .	2	2	2	1	1	0	0	0	
Speed (M)	6jj	6jj	6jj	6jj	6jj	5	5	5	5	5	5	4	
Attack (180°)	9	9	9	8	8	8	7	7	7	7sv	6sv	6sv	
Defense	20	20	20	19	19	19	18	18	17	17	16	16	
							-			•			
Primary Heat Eff.	0	0	0	0 /	0	***							
Secndry Heat Eff.	0	0	-1	-1ny	-2ny	<i>7.</i>							
Speed Effects	0	0	0	-1	-1mz	J.							

HIGHLANDERS

ELITE MEANTRY	(V)	#002, (1)	RANGE	0-10,	POINT	VALUE:	16	PTS.
Damage (B)	1pc	1pd	1	1	1	0		
Speed (F)	5	5	4	4	4	3		
Attack (180°)	7	6	5	4	3	2		
Defense	18	17	16	15	14	13		

SRM TEAM (3) #00	7, (1)	RANGE	0-10,	Point 1	IALUE: 15	PTS.
Damage (B)	2aa	2aa	2	1	0	0	
Speed (F)	5	5	4	4	4	3	
Attack (90°)	8	7	6	5	4	0	
Defense	17	16	15	14	13	12	

Maxim Mic2 1	RANSPO	AT (E)	#033.	CAP.: 3	. (1)	RANGE	0-6, Pom	T VALU	E: 34 I	MS.
Damage (B)	1	1	1	1	0	0	0	0	0	
Speed (H)	9	9	7	7	7	6	5	4	3	
Attack (360°) 7	6	5	5	4	0sv	0sv	0sv	0sv	
Defense (18	Ó)20hv	20hv	20hv	19hv	18	18	17	16	15	

SHIPER ARTILL	ERY (V)	#638,	(2) RA	NGE 4-	14 (32	ARTY),	Posit V	ALUE: 6	1 PTS.
Damage (BB) 1aa	1aa	1aa	1aa	1aa	0	0	0	0
Speed (T)	5	5	5	5	5	5	5	4	4
Attack (90°)	8	8	7	7	6	5sv	4sv	4sv	3sv
Defense	21hv	20hv	19hv	19	18	17	16	15	14

Long Tom Am	PLLERY	(V) #0	41, (1)	RANGE	3-16	(48 ARTY)	, POWT	VALUE:	57	PTS.
Damage (B)	2aa	2aa	2aa	2	0	0	0			
Speed (T)	5	5	5	4	4	4	3			
Attack (90°)	7	7	6	5	0sv	0sv	0sv			
Defense	19rc	18rc	17rc	17rc	16	15	14			
				A						

MIT23 M.A.S	8.H.	VEHICLE	(E) #057	7, (1)	RANGE	0-0, P	ONT VALUE	: 24 PTS.
Damage (B)	0	0	0	0	0	0	0	
Speed (W)	7	6	6	5	5	4	4	
Attack (360°)) 7ri	6ri	5ri	4ri	4sv	3sv	3sv	
Defense	20h	v 19	18	17	16	15	14	
					A			

AGROMECH MOD-B	(G)	1067,	SECNO	RY (1)	3-12,	VENT	2, 98	PT8.			
Primary Dam.(M)	3ht	3ht	3ht	2	2	2	1	1	0	0	0
Secndry Dam.(B)	3	3	3	2	2	1	1	1	0	0	0
Speed (M)	6	6	6	6	5	5	5	5	4	4	4
Attack (180°)	9	9	8	8	7	7	7	6	6sv	5sv	5sv
	21hv	20hv	19hv	18	18	17	17	17	16	15	14

Dololloo				A			
Primary Heat Eff.	0	0	0	-1	-1	<i>7.</i>	

KATSU MORIYAMA -		ON HA	wk #9	87, S	CHORY	(2) 0	-10,	VENT 2,	155	PTS.	
Primary Dam.(M)		3br	3br	2br	2br	2br	2	2	0	0	0
Secndry Dam.(EE) 3	3	3	3	2	2	2	2	0	0	0
Speed (M)	7jj	7ji	7jj	6jj	6	6	5	5	5	4	4
Attack (270°)	10co	g	g	8	7	7	6	6	4sv	4sv	4sv
Defense	22hd	22hd	21hv	21hv	21hv	20	20	19	18	17	16
Primary Heat Eff.	Ω	Ω	0	-1	-1	A.					

Primary Heat Eff. 0 0 0 -1 -1 -2ny ★
Speed Effects 0 -1 -1 -1mz -2cz ★
Yurn Mashroveka - Black Knight #094, Primary (3) 0-10, Sechdry (1) 2-12, Vent 2, 185 pts.

KMIGHTS OF THE EM	PHILE													
Primary Dam.(EE	E) 4	4	4	3	3	3	3	2	2	2	2	θ	0	0
Secndry Dam.(E)	3	3	3	3	2	2	2	2	1	1	- 1	0	0	0
Speed (M)	6	6	6	6	6	5	5	5	5	4	4	4	3	3
Attack (180°)	11	10	10	9	9	8	8	7	7	7	7	6sv	5sv	5sv
Defense	23hd	22hd	22hv	21hv	21hv	20hv	20	19	19	18	1,7	16	15	14

Primary Heat Eff.	0	0	0	-1 -1my	<i>7.</i>
Secndry Heat Eff.	0	0	-1	-1ny -2ny	ň
Speed Effects	0	0	0	-1mz -2mz	Ž.

Secndry Heat Eff. Speed Effects Manuscrace MOD- Primary Dam.(M) Secndry Dam.(B)	2rs 2	2rs 2	2rs 2	-1mz 2rs 1) 5-8 , 1	1	1	0	0		0	0	
Speed (M)	5	5	5	5	5	4	4	4	4		4	3	
Attack (180°)	9	8	8	7	7	6	6	6	5s			4sv	
Defense	22hy	21hv	20hv	19hv	18	17	16	15	14	ļ	13	13	
Primary Heat Eff.	0	0	0	-1			•						
Secondry Heat Eff.	0	0	-1										
				-1nx	7.								
Speed Effects	0	0	0	-1mz	**								
LEGIONNAINE (G) #6	179, 8						PTS.						
Primary Dam.(M)		3		2 2	2	2	1	1	1	1	0	0	0
Secndry Dam.(B)	4	4	4	3 3	3	2	2	2	1	0	0	0	0
Speed (M)	8	8	7	7 7	6	6	6	6	5	5	5	4	4
Attack (135°)	8	8	8	7 7	7	6	6	6	5	5	5sv	4sv	4sv
Defense	21hv	21hv2	21hv2	0hv20I	nv 19	19	18	18	17	17	16	15	14
						A							A
Primary Heat Eff.	0	0	0	0	-1	₹.							
Secndry Heat Eff.	0	0	-1	-1nx	-2nx	*							
Speed Effects	0	0	-1	-1mz	-1ez	**							

MERCENARIES

SHOCK TROOPER	RS (E)	#006,	(1) Ra	NGE 0-8,	Poner	VALUE:	18 PTS
Damage (B)	2	2	1	1	1		
Speed (F)	8jj	7jj	7jj	5	4		
Attack (135°)	7bp	7bp	6	5	4		,
Defence	17	16	15	1/	13		

RAIDEN BATTLE	Анмон	(V)	#014, (1)	RANGE	0-8,	Power	VALUE:	17	PTS
Damage (E)	1	1	2pw	3	2	1			
Speed (F)	7jj	7jj	8jj	8	7	6			
Attack (135°)	5	6	7	7	6	5			
Defence	15rf	16r	f 16rf	15rf	14rf	13			

GIGGINS APC (V	#829,	CAP.: 2,	(1) HANG	€ 0-6,	Point'	VALUE: 2	PIS.
Damage (B) 1	ap 1a	p 1ap	1ap	0	0	0	
Speed (W)	11 1	1 9	9	9	8	7	
Attack (360°)	8 7	7	7	6sv	5sv	3sv	
Defense (135)	20hv 20	hv 19	18	17	16	15	

SIMPEN ARTILE	ERY (G)	#037,	(1) R	WIGE 4-1	6 (32	ARTY),	Point	VALUE:	56	PT
Damage (B)	2aa	2aa	1sm	1sm	0	0	0			
Speed (T)	6ca	6ca	6ca	5ca	5	5	4			
Attack (90°)	7it	7it	8it	9it	6sv	5sv	4sv			
Defense	20	19	18	17	16	15	14			

DI MORGAN ASSAULT	TANK (V)	#053	. (3)	RANGE	3-14.	PONET VA	LUE: 73	PTS.
Damage (EEE) 3	4	5	5	4	3	0	0	0
Speed (T) 5ca	6ca	7ca	6ca	6ca	5ca	5ca	4ca	4ca
Attack (360°) 8it	9it	9it	9it	8it	7it	7sv	6sv	5sv
Defense 19	20	21	21	21	20	19	19	18

JH100 RECOVE	RY VE	HICLE (E)	#060	(1) R	WGE 0-1	IO, Pon	IT VALUE	25	PI
Damage (B)			1aa	Ó	0	0	0		
Speed (T)	6	6	6	5	5	4	4		
Attack (90°)	8ri	7ri	6ri	5ri	5sv	3sv	3sv		
Defence	12	17	16	16	15	1.4	12		

AGROMECH Mix II M	100 (G) #0	14. Ve	NT 2.	78 PTS					
Primary Dam.(E)	2fw	2fw	2fw	2fw	2	2	2	0	0	0
Secndry Dam.(M)	2	2	2	2	2	3rt	3rt	0	0	0
Speed (M)	5	5	5	5	4	4	4	4	3	3
Attack (270°)	7	7	8	8	8	9	9	6sv	5sv	5sv
Defense	18	19	19	20	20	21	21	16	15	14

				A	_	
Primary Heat Eff.	0	0	0	-1my -1my	*	
Secndry Heat Eff.	0	0	-1	-1 -2	7.	
Speed Effects	0	0	0	-1 -2mz	3.	

ARBALEST (E) #075	Pan	IARY (2	2) 6-8.	SECH	DRY (1	3-14,	Vem	2,	119 PTS.			
Primary Dam.(EE)		3	2	2	2	2	2	1	1	0	0	0
Secndry Dam.(B)	3	3	3	2	2	2	1	1	0	0	0	0
Speed (M)	7	7	7	6	6	6	6	5	5	5	4	4
Attack (270°)	9	9	9	8	8	7	7	6	6	5sv	5sv	48
Defense	20rc	20rc	19rc	19rc	18	18	17	17	16	15	14	14

Primary Heat Eff.	0	0	0	-1	3.
Secndry Heat Eff.	0	0	-1nx	0bx	7.
Speed Effects	0	0	0	-1	Ž,

SPIRIT CATS

ELITE IMPARTRY	(G)	#901, (1)	RANGE	0-8,	Pont	VALUE:	14	PTS
Damage (B)	1pd	1pd	1pd	1	- 1	0		
Speed (F)	6ca	6ca	5ca	5ca	4ca	4ca		
AU . 1 (40E0)	0	0	-					

Defense	17	17	16	16	15	14
---------	----	----	----	----	----	----

SHOCK THOOPER	IS (V)	#905.	(2) RA	NGE D-8	Power	VALUE: 16 I	TS.
Damage (BB)	2ap	2ap	2	2	1		
Speed (F)	8jj	7jj	5	5	4		
Attack (135°)	6	6	5	5	4		
Defense	16	15	14	13	12		

LASER TEAM (G) #81(1, (1)	RANGE	6-8, Pon	WY VAL	ue: 14 i	PTS.
Damage (E)	1pw	1pw	1pw	1pw	1	0	0
Speed (F)	6	6	6	5	5	4	3
Attack (180°)	7	6	5	4	3	0	0
Defense	17	16	15	14	1,3	12	11
	Damage (E) Speed (F) Attack (180°)	Damage (E) 1pw Speed (F) 6 Attack (180°) 7	Damage (E) 1pw 1pw Speed (F) 6 6 Attack (180°) 7 6	Damage (E) 1pw 1pw 1pw Speed (F) 6 6 6 Attack (180°) 7 6 5	Damage (E) 1pw 1pw 1pw 1pw Speed (F) 6 6 6 5 Attack (180°) 7 6 5 4	Damage (E) 1pw 1pw 1pw 1pw 1 Speed (F) 6 6 6 5 5 Attack (180°) 7 6 5 4 3	Speed (F) 6 6 6 5 5 4 Attack (180°) 7 6 5 4 3 0

HAUDERN BATTL	E Anne	# (E)	#018,	(1) Ram	SE 4-14	Power	VALUE:	27	PI
Damage (B)	1pd	1pd	1pd	1	1	1	0		
Speed (F)	6if	6	5	5	4	4	4		
Attack (135°)	6	5	5	4	4	4	4		
Defense	18	17	17	16	15hv	15hv	14hv		

KAGE BATTLE A	RIMOR	(V) #02	0, (1)	RANGE	6-8. P	omes Val	ue: 16	PTS
Damage (B)	2	2	1	1	1	0	0	
Speed (F)	10jj	9jj	8jj	6jj	5	5	5	
Attack (135°)	7	6	5	5	4	0	0	
Defense	17	17	17	16	15dc	15dc	15dc	

SAXON APC (G) #82	S. Cap.:	1. (1)	RANGE	0-6.	Power 1	INLUE: 23	PTS.
Damage (B) 1	1	1	0	0	0	0	0
Speed (H) 13ev	11ev	11	9	9	8	7	5
Attack (360°) 6	5	5	5	4	0sv	0sv	0sv
Defense (90) 20	20	19	19	18	17	16	15

THUMPER ART	LLERY	(V) #035	. (2)	RANGE	2-12 (28 MITY).	Pown	VALUE:	42	PTS
Damage (BB) 1	1	11	1	1 1	0	0	0		
Speed (W)	6	6	6	5	5	5	5	4		
Attack (90°)	8	7	6	5	5	4sv	3sv	2sv		
Defense	20hv	20hv	19hv	19hv	1,8	17	16	15		

TAMEPLANE S	TRINE S	LED (E)	#945.	(1) PANG	E 0-1	S, Pown	VALUE:	25	PTS
Damage (E)		2	2	1	1	0	0		
Speed (H)	12	11	10	9	8	7	6		
Attack (360)	8 (°	7	7	6	6	0sv	0sv		
Defense	19	18	17	16	15	14	14		

JES III MISSILE	CAMPIE	8 (G)	#046,	(2) A	ANGE 4-1	2, Point	VALUE:	31 1	PTS.
Damage (BB)	3	2	2	2	1	0	0	0	
Speed (W)	8	8	7	7	6	6	5	5	
Attack (90°)	8	7	7	6	6	5sv	6sv	4sv	
Defense	20	19	18	17	16	15	14	13	

BELLONA TANK	(G)	#049, (1)	RANGE	0-8,	Powi	VALUE:	34 PTS.		
Damage (E)	` 3	2	2	2	2	1	0	0	0
Speed (H)	8	8	7	7	6	6	5	5	5
Attack (270°)	9	8	7	6	5	- 4	0sv	0sv	0sv
Defense	20h	v 20hv	19hv	1,8	17	1,6	15	14 '	13

MIT23 M.A.S.	H.	VEHICLE (3) #056	. (1)	PLANCE	0-0, Po	INT VAL	UE: 20	PTS.
Damage (B)	0	0	0	0	0	0	0	0	
Speed (W)	8	8	7	7	6	5	5	4	
Attack (270°)	8ri	7ri	7ri	6ri	6sv	5sv	4sv	3sv	
Defense	20	19	18	17	16	15	14	13	



MiningMech MOD-B

LORI KYLE - BLACK H MERCENARY	AWK !	1090,	SECH	my (2	0-8,	Vent 2	, 160	PTS.						
Primary Dam.(M)	3	3	3	3	3ht	3ht	2ht	2ht	2ht	1ht	0	0	0	
Secndry Dam.(EE)		2	3	3	3	3	4	4	4	3	0	0	0	
Speed (M)	8jj	8jj	8jj	7jj	7jj	7	6	6	6	6	5	5	4	
Attack (180°)	8	8	9	9	9	10	10	9	8	7	6sv	6sv	5sv	
Defense	19hv	19hv	20hv	20hv	19hv	19hv	18	17	16	15	14	13	15	
						•					•			
Primary Heat Eff.	0	0	0	0	0	*								
Secndry Heat Eff.	0	0	-1	-1	-2ny	*								
Speed Effects	0	0	0	-1mz	-2mz	<i>.</i> *•								
COLLIN TOLEK - CYGN	W\$ #1	196, P	RIMAR	4 (2)	2-12,	SECHO	ty (2)	0-8,	VENT 2,	285	PTS.			
MERCENARY				. ,										
Primary Dam.(BB)	6aa	6aa	5aa	5aa	4aa	4	4	3	3	3	2	2	0	0

	MERCENARY																
- 1	Primary Dam.(BB)6aa	6aa	5aa	5aa	4aa	4	4	3	3	3	2	2	0	0	0	0
	Secndry Dam.(EE)3px	Зрх	Зрх	Зрх	Зрх	Зрх	3	3	3	2	2	2	0	0	0	0
	Speed (M)	8	8	8	7	7	7	7	6	6	6	6	5	5	5	4	4
- 1	Attack (180°)		10		10	9	11	10	9	8	8	7	7	6sv		6sv	
	Defense	22hv	22hv	21hv	21hv	20	20	20	19	19	19	18	18	1,7	17	16	16
	Dalman . Hant Eff					A		•						•			

Primary Dam.(E) Secndry Dam.(M) Speed (M) Attack (180°) Defense Primary Heat Eff. Secndry Heat Eff.	3gr 2rt 5 8 21 0	3gr 2rt 5 8 20 0	3gr 2rt 5 8 19 0 -1	3gr 1 5 7 18 • -1 -1	2gr 1 4 7 17 -1 -2	2 1 4 7 16 *	2 1 4 6 15	0 0 4 6sv 15	0 0 3 5sv 14	0 0 3 5sv 14	0 0 3 4sv 13		
Speed Effects	0	0	0	-1mz				-					
Academic MOD-B Primary Dam.(M) Secndry Dam.(B) Speed (M) Attack (180°) Defense	3ht 3 6 9	3ht 2 6 8	3ht 2 6 8 20hv	2 2 6 8	2-18, 2 2 5 7	2 1 5 7 18	1 1 5 7 17	1 0 5 6	0 0 4 6sv 17	0 0 4 5sv 16	0 0 4 5sv 15	0 0 4 5sv 14	
Primary Heat Eff. Secondry Heat Eff. Speed Effects	0 0 0	0 0 0	0	0 -1nx -1	-2mz	*							
FINESTANTER (E) #0													
Primary Dam.(E) Secndry Dam.(B) Speed (M) Attack (270°) Defense	3fw 2 8jj 9 20	3fw 2 8jj 9 20	3fw 2 8jj 9 20	3fw 2 7jj 8 19	2fw 1 7 8 19	2fw 1 7 8 18	1 0 6 7 18	1 0 6 7 17	1 0 6 7 17	0 6 6sv 16	0 0 5 6sv 15	0 5 6sv 14	
Primary Heat Eff. Secndry Heat Eff. Speed Effects Harchetman (V) #0 Primary Dam.(M)		0 0 0 Section 3ht	0 -1 0 (2): 3ht		0my -2 -2mz		PIS. 2	2	2	0	0 0	0	
Secndry Dam.(EÉ		3	3	3	2	2	2	2	1	Ö	0 0		

Speed (M) Attack (180°) Defense	6jj 9 20	6jj 9 20	6jj 9 20	6jj 8 19	6 8 19	5 8 19	5 7 18	5 7 18	5 7 17	5 7sv 17	6sv6:
Primary Heat Eff. Secndry Heat Eff. Speed Effects	0 0 0	0 0		-1 -1 -1mz		* * *					

LASER TEAM (V				8-18,	PONT '	VALUE 1	61
Damage (EE)	1pw	1pw	1pw	1pw	- 1	0	
Speed (F)	5	6	6	5	4	3	
Attack (180°)	6	7	6	6	5	0	
Defense	16	17	16	15	14	13	
					•	١.	

Deletipe	10	17	10	10	Ä	10		
FERRIR BATTLE	Annon	(V)	#823, (1)	RANGE	0-8,	Power	VALUE 16 PIS.	
Damage (B)	1aa	2aa	2aa	2aa	1	1		
Speed (F)	8	8	8	7	7	6		
Attack (270°)	6	7	7	6	5	4		
Defence	16rc	17m	17	16	15	14		

			_		-				
Maxim Mic2 Tax	WIFE	MT (G)	#831,	CAP.: 3	. (1)	RANGE O	-6, Por	W VALUE	28 PTS.
Damage (B)	1	2	2	1	1	0	0	0	
Speed (H)	7	9	11	9	7	7	6	5	
Attack (360°)	6	7	8	7	6	0sv	0sv	0sv	
Defense (180)	19rc	20rc	20	19	18	17	16	15	
, ,									

Damage (E) 1 2 2 2 1 0 Speed (H) 10if 11 12 10 8 6 Attack (360°) 7 8 7 6 5 0sv Defense 18rc 19 18 17 16 15	TAMERLANE ST	INE	SLED (V)	1044,	(1) Ran	GE 0-8	Powr	VALUE 23 PTS.
Attack (360°) 7 8 7 6 5 0sv	Damage (E)	1	2	2	2	1	0	
	Speed (H)	10i	f 11	12	10	8	6	
Defense 18rc 19 18 17 16 15	Attack (360°)	7	8	7	6	5	0sv	
	Defense	18r	c 1,9	18	17	16	15	

JES III Mosile	Case	NEW (E)	#848,	(2) Ra	NGE 4-1	4, Pun	WHEE	39 PTS.
Damage (BB)	2sm	3sm	3	2	2	0	0	
Speed (W)	7	8	8	7	6	6	5	
Attack (135°)	7	8	9	8	7	6sv	5sv	
Defense	18	19 "	20	19	18	16	14	

JE100 Reco	New Ver	ELE (G	#058.	(1) R	MGE D-	B, Pow	WILDE:	17 m
Damage (I	3) 0	1	1	0	0	0	0	
Speed (T)	5if	6	6	5	5	5	4	
Attack (90	°) 6ri	7ri	8ri	7ri	6sv	4sv	4sv	
Defense	16	17	18	17	16	15	15	

Deletise 10	17	,	0	17	A	10	10			
Manushleen MOO-	8 (E)	#872	. Seco	mer (1	0-8.	Veur	2, 91	PIS.		
Primary Dam.(M)		2rs	3rs	3rs	2	2	1	0	0	0
Secndry Dam.(B)		3ab	3ab	3ab	3ab	2ab	2	0	0	0
Speed (M)	5	6	6	6	5	5	5	5	4	4
Attack (270°)	7	8	9	8	7	6	6	6sv	5sv	4sv
Defense	20	21	21	20	19	18	17	16	15	14
Primary Heat Eff.	0	0	0	0	0	ė.				
Secndry Heat Eff.	Ō	Ō	-1	-1	-2nx	7.				
Speed Effects	0	0	0	-1mz	-2mz	7.				
AMBRLEST (G) #873	, Pan	DENT (2) 2-1	14, Se	NORY	(1) 0-	8, Vei	T 2, 1	OE PE	
Primary Dam.(BB)	2sm	3sm	4sm	4sm	3sm	2sm	2	0	0	0
Secndry Dam.(E)	1	1	2	2	1	0	0	0	0	0
Speed (M)	7ec	7ec	8ec	8ec	7ec	7ec	6	6	5	4
Attack (270°)	7	8	9	9	8	8	7	6sv	5sv	4s\
Defense	18	19	20	20	19	18	17	16	15	14
Primary Heat Eff.	0	0	0	-1	-2	7				
Secndry Heat Eff.	0	0	-1	-1ny		*				
Speed Effects	0	0	0	-1	-2	7.				

SPIRIT CATS	PURCHAN		- Charles	an fr	1416	, ocu	IDEA &	1,0-1	e, vo	11 2, 1	i i p ria.
Primary Dam.(B)	3	3	2	2	2	1	-1	0	0	0	0
Secndry Dam.(E)	Зрх	2px	2px	3	3	2	2	0	0	0	0
Speed (M)	8	8	8	7	7	7	6	6	6	5	5
Attack (270°)	9	9	9	8	8	8	7	7sv	6sv	6sv	6sv

Defense	21rf	21rf	20rf	20	19	10	1,8 1	7	16	15	14		
DUIGIOG	2111	2111	2011	20	13	10	10	1	10	1-0	14		
				-			A						
Primary Heat Eff.	n	Λ	-1	-1mv	-2mx								
						4.4							
Secndry Heat Eff.	n	n	Λ	-1	-1	.2							
						**							
Speed Effects	0	0	0	-1	-2mz	2.							
							_						
ANGUS DRUMMONS	- MAD	CAT R	#091	. Pro	IARY (Z)	0-14.	SECUL	BY (2	15-17	Va	a 2.	267	P
Spinit Care						,		f-	,		- deg		

SPIRE	CATS	SWAU	CAN N	1 1031	, Pian	DHAT (1	c) u- ı	4, 366	AUST !	(2) 3-	IZ, VE	es Z,	201 P	15.			
Prim	ary Dam.(EE)	5	5	5	4	4	4	4	3	3	3	3	2	0	0	0	0
Secn	dry Dam.(BB)	3	3	3	3	2	2	2	-1	1	0	0	0	0	Ō	0	0
Spee	d (M)	8jj	8jj	7jj	7jj	7jj	7	6	6	6	6	5	5	5	4	4	3
Attac	k (180°)	10	9	9	8	8	8	7	7	7	6	6	5	5sv	5sv	4sv	4sv
Defe	nse	23hv	23hv	22hv	22hv	21hv	21hv	21hv	20hv	20hv	20hv	20	19	18	17	16	16

						A
Primary Heat Eff.	0	0	0	0	-1my	A.
Secndry Heat Eff.	0	0	-1	-1nx	-2dx	7.
Speed Effects	0	0	0	-1mz	-2mz	*

SHOW WOLF - ULLER STEEL WOLVES	#086	, Pro	MRY (1) 0-8	, Secre	oer (1	2-14	, Var	12, 1	18 PD					
Primary Dam.(E)	2	2	3	3	2	2	2	1	0	0	0				
Secndry Dam.(B) Speed (M)	2ab 8ev	3ab 9v	4ab 10v	3ab 9v	3ab 9	2ab 8	7	7	0 6	0	0 5				
Attack (180°)	8	9	10	9	9	8	8	7	7sv	6sv	5sv				
Defense	18	19	18	17	16	15	15	15	12	13	12				
Primary Heat Eff.		0	0	-1cy		*									
Secndry Heat Eff. Speed Effects	0	0	0	-1 -1mz											
ALICE VANDER - VIX							- (2)	2 40	Liene	4 4	74				
	LAME A	ruse,	LHIMM	OUT (Z)	4714,	SEETH	MT (Z)	2-16	l, The	4, 1	14 PIS	4			
SWORDSWORK					4-14,	OCEUM O					14 PIS		0	0	
Primary Dam.(BB)) 4	4	4	4	4	3					0	0	0	0	
SWORDSWORK) 4				4 4 6ec	3 4 6ec	3 3 5	3 3 5		2 2 5	0 0 4	0 0 4	0 0 4	0 0 4	
Primary Dam.(BB) Secndry Dam.(EE) Speed (M) Attack (180°)) 4)3px 7ec 10	4 3px 7ec 10	4 3px 6ec 9	4 3px 6ec 9	4 4 6ec 8	3 4 6ec 8	3 3 5 8	3 3 5 7	2 3 5 7	2 2 5 6	0 0 4 5sv	0 0 4 5sv	5sv	5sv	
Primary Dam.(BB) Secndry Dam.(EE) Speed (M)	4)3px 7ec	4 3px 7ec	4 3px 6ec	4 3px 6ec	4 4 6ec	3 4 6ec	3 3 5			2 2 5	0 0 4	0 0 4			
Primary Dam.(BB) Secndry Dam.(EE) Speed (M) Attack (180°) Defense Primary Heat Eff.) 4)3px 7ec 10 20	4 3px 7ec 10 20	4 3px 6ec 9 20	4 3px 6ec 9 19	4 4 6ec 8 19	3 4 6ec 8 19	3 3 5 8	3 3 5 7	2 3 5 7	2 2 5 6	0 0 4 5sv	0 0 4 5sv	5sv	5sv	
Primary Dam.(BB) Secndry Dam.(EE) Speed (M) Attack (180°) Defense) 4)3px 7ec 10 20	4 3px 7ec 10 20	4 3px 6ec 9 20 -1	4 3px 6ec 9 19	4 4 6ec 8 19 ••••••••••••••••••••••••••••••••••	3 4 6ec 8 19	3 3 5 8	3 3 5 7	2 3 5 7	2 2 5 6	0 0 4 5sv	0 0 4 5sv	5sv	5sv	



Great Prices Fast Shipping Huge Selection
Live Inventory



IORD OF THE RINGS TRADING CARD GAME

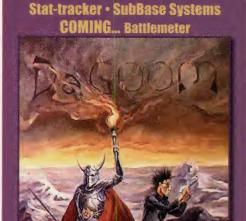
#1 in Customer Service

Magic and LotR Singles and Boxes in Stock at great prices!
Sleeves and Accessories in Stock

International Orders Welcome

Visit us at: www.CoolStuffInc.com
E-mail us at: Info@CoolStuffInc.com

(407) 695-6554



Movement, range, and statistic subbase systems.

Accessories to add versatility and tools to create your own games.

Compatible or adaptable to virtually all miniatures and wargames.

WE MAKE GREAT GAMES ROCK!
Check us out at DAGOOM.COM

2002 DaGoom, Inc. All rights reserved. DaGOOM is a trademark of DaGOOM, Inc. Patents Pending



LEGIONNAIRE (E) #0	81, 5	SECNO	RY (1	3-1	2. V	ENT 2	, 124	PTS.						
Primary Dam.(M)	2	3	4	4	3	3	2	2	2	1	1	0	0	0
Secndry Dam.(B)	2ab	3ab	4ab	5ab	5ab	4ab	4ab	3	2	1	1	0	0	0
Speed (M)	6	7	8	8	7	7	7	6	6	6	5	5	4	4
Attack (180°)	7	7	8	8	9	8	8	7	7	6	6	5sv	4sv	4sv
Defense	19	19	20	20	20	19	19	19	18	18	17	16	15	14
Primary Heat Eff.	0	0	()	-1	*								
Secndry Heat Eff.	0	0	-	1 -	1nx	*								
Speed Effects	0	0	-	1 -	mz	*								

SWORDSWORN

						444		
SRM TEAM (V	#008	(1) R	ANGE 2	-10, P	OINT VAL	UE: 16	PTS.	
Damage (B)	2aa	2aa		2	2	0		
Speed (F)	6	6	5	4	4	3		
Attack (135°)		7	6	5	5	0		
Defense	15	14	13	12	12	11		
LASER TEAM (E			LANGE U	-10, P	OINT VA	LUE: 18	PTS.	
Damage (E)	2pw	2pw	2	2	1	0		
Speed (F)	6	6	5	5	4	3		
Attack (180°)	7	6	6	5	4	0		
Defense	16	15	14	13	12	11		
			•					
KAGE BATTLE A	RMOR (E) #02	1, (1)	RANGE	0-8, Po	HINT VAL	UE: 18	PTS
Damage (B)		2aa	2aa		1	0		
	10jj	9jj	8jj	8jj	7	4		
Attack (135°)	7	6	5	5	4	0		
Defense	17	17	16	15	14dc	13dc		
					•			
F		((2) H	200 /6	13 Ph	-00	Dane 14	lacana d	4 -

ALLACK (100)	-	U	J	J	7	U		
Defense	17	17	16	15	14dc	13dc		
FENRIR BATTLE	ARMOR	(G)	#022, (2)	RANGE	0-6.	POINT	VALUE:	14 PTS
Damage (BB)		2ap	1ap	1	1	0		
Speed (F)	8	7	6	5	5	4		
Attack (270°)	7	6	5	5	5	4		
Defense	17	16	15	14	13	12		

	(6) (6)								
GIGGINS APC	(G) #U	CO, LAF	2, (1)	HANGE	U-b,	POINT	VALUE 2	O PTS.	
Damage (B)	2	2	2	1	0	0	0		
Speed (W)		9ec	9ca	7ca	7ca	6ca	5ca		
Attack (360°		6	6	6	5sv	4sv	3sv		
Defense (13)	5) 20	19	18	17	16	15	14		
					•				
SNIPER ARTILL	LERY (E)	#039,	(1) RAN	GE 4-1	6 (32	ARTY),	POINT V	ALUE:	68 F
Damage (B)	2aa	2aa	2aa	2	1	0	0	0	

SHIPER ARTILL	ERY (E)	#039,	(1) RA	NGE 4-16	(32	ARTY),	POINT	VALUE:	68 PTS.
Damage (B)	2aa	2aa	2aa	2	1	0	0	0	
Speed (T)	5ec	5ec	5ec	5ec	5	4	4	4	
Attack (90°)	8	8	8	7	7	6sv	5sv	4sv	
Defense	20	19	18	17	17	15	14	14	
				A		•			

Long Tom Ar	NLLERY	(E) #0	42, (1)	RANGE	4-16	(48 ARTY)	, POINT	VALUE:	60	PTS.
Damage (B)	2	2	2	2	0	0	0			
Speed (T)	5ec	5ec	5ec	4ec	4ec	4	3			
Attack (90°)	8	7	6	5	0sv	0sv	0sv			
Defense	19	19	18	17	16	15	14			

TAMERLANE STR	NKE	SLED (G)	#043,	(1) RA	IGE 0-8	, POINT	VALUE: 21 PT	S.
Damage (E)	2	2	2	2	1	0		
Speed (H)	12	11	10	9	8	7		
Attack (360°)	7	7	6	6	6	0sv		
Defense	19	18	17	16	15	14		

DI MORGAN ASSAULT	TANK	E) #054	, (3)	RANGE	3-12,	POINT V	ALUE: 79	PTS.
Damage (EEE) 5	5	4	4	4	3	3	0	0
Speed (T) 6	6	6	5	5	5	4	4	4
Attack (360°) 9	9	- 8	8	8	7	7	6sv	5sv
Defense 21rc	21rc	20rc	20rc	19	18	17	16	14

JI100 RECOVE	RY VEH	HCLE (V)	#059,	(1) R	ANGE O-	8, POIN	T VALUE:	21 PTS.
Damage (B)	1	0	0	0	0	0	0	
Speed (T)	6ec	6ec	6ec	5	5	4	4	
Attack (90°)	9ri	8ri	7ri	6ri	6sv	5sv	5sv	
Defense	18	17	16	16	15	14	13	

AGROMECH MK II (V	1) #06	2. VE	NT 2.	85 PTS								
Primary Dam.(E)	3gr	3gr	3gr	2gr	2gr	1	1	0	0	0		
Secndry Dam.(M)	2rt	2rt	2rt	1rt	1rt	1	0	0	0	0		
Speed (M)	5	5	5	5	4	4	4	4	3	3		
Attack (180°)	9	8	8	7	7	6	6	5sv	5sv	4sv		
Defense	20	20	19	19	18	17	16	15	14	13		
D: 11 . F#						•	A					
Primary Heat Eff.	0	0	0	-1	**							
Secndry Heat Eff.	0	0	-1	1	2.							
Speed Effects	0	0	0	-1mz	*							
AGROMECH MK II M												
	3fw	3fw	3fw	3fw	2fw	2fw	2	0	0	0		
Secndry Dam.(M)		2rt	2rt	2rt	2rt	0	0	0	0	0		
Speed (M)	8	8	7	7	6	6	5	5	4	4		
Attack (180°)	8	8	8	7	7	7	6	6sv	5sv	5sv		
Defense	19	18	17	16	16	16	15	14	13	12		
Primary Heat Eff.	0	0	0mv	-1	*	_	_					
Secndry Heat Eff.	Ŏ	Õ	-1	-2	*							
Speed Effects	Õ	0	0	-1mz	2							
FIRESTARTER (G) #0						2. 96	TS.					
	3fw	3fw	2fw	2fw	2fw	1	1	1	0	0	0	
Secndry Dam.(B)	3	3	2	2	2	1	1	0	Ō	Ō	Õ	
Speed (M)	8jj	8jj	8ii	8ii	7	7	7	7	6	6	6	
Attack (180°)	g	g"	g"	8	8	8	7	7	7sv	6sv	6sv	
Defense	18	18	17	17	1,6	16	15	15	14	14	13	
Delman, Hant F#	0	0	0	4	A	•			•			
Primary Heat Eff.	0	0	0	-1	*							
Secndry Heat Eff.	0	-1	-1nx		2.							
Speed Effects		0		-1mz	A.	100	-					
HATCHETMAN (G) #0		3ht	3ht	3-10, 3ht	3ht			2	0	0	0	0
Primary Dam.(M) Secndry Dam.(EE)		3	3	3	3	3	2 2 5	2 2 5	2 2 5	0	0	0
Speed (M)	6jj	6jj	6jj	6jj	6jj	2	2	2	2	5	5	4
	9	9	9	8	8	8	7	7	7	7sv	6sv	6sv
Attack (180°) Defense	20	20	20	19	19		18	18	17		16	16
Deletion	20	20	20	19	19	19	10	10	17	17	10	10
Primary Heat Eff.	0	0	0	-1	*							
Secndry Heat Eff.	0	0	-1ny	-1ny	*							
Speed Effects	0	0	-1	-1mz	*							



As the signature unit type of MechWarrior, 'Mechs are uniquely valuable on the battlefield. Their value is largely due to a 'Mech's ability to

take orders on consecutive turns with-

with all good things, this ability comes

out incurring damage. However, as

with a drawback: heat. As a 'Mech takes additional orders, it generates excess heat, which will cause its performance to degrade and could eventually damage the unit. These effects are represented by the unit's heat dial, which modifies

weapon and speed statistics.

As heat accumulates, through pushing, special orders like running or charging, or taking hits from energy weapons, the 'Mech takes a click of heat. When pushing your 'Mech, remember that it takes its click (or clicks) of heat after the order is resolved, and any heat effects are rolled for immediately after the appropriately-colored box is revealed.

Heat accumulation can have multiple negative effects on your 'Mech. The heat dial will modify your primary and secondary damage values, as well as your speed. Additionally, colored squares behind some of these values indicate that heat is having a severe impact on one or more of your systems. Ballistic ammunition may

If you can't take the **heat**, stay out of the 'Mech

explode, energy weapons can overheat, weapons systems or even your whole 'Mech could shut down.

When a 'Mech's heat dial clicks far enough to show three radiation symbols, it automatically shuts down. The unit can only be given a vent order until it restarts. A vent order lets a 'Mech cool down by a number of clicks equal to its vent rating, printed on the combat dial. As a shutdown 'Mech cools,

the heat dial may show a speed heat effect that lets you make a roll to try to restart the 'Mech. Otherwise, the 'Mech automatically restarts once the heat dial returns to its starting position, marked by three green boxes.

The most common vent ratings are two and three. If a 'Mech pushes to take a vent order, it does not take a click of heat as a result, but it retains its order marker. 'Mechs can also cool down simply by doing nothing. Any turn in which you don't give a 'Mech any order, not only does it lose its order marker like other units, it gets a click of cooling as well. Terrain can



also have a beneficial effect on the heat dial. Any 'Mech that begins and ends its turn in shallow water gets a click of cooling at the end of the turn.

Since heat management is an integral part of proper operation of a 'Mech, it's important to be familiar with your 'Mech's heat dial. Even more than knowing its damage sequence on the combat dial, you should commit the

heat dial to memory. As most battle forces have no more than one or two 'Mechs, this should not be too difficult. If you want to avoid the consequences of excessive heat, the best defense is to know when it's coming. The decision to make another move or attack order versus venting your 'Mech can only properly be weighed when you have all the information.

Of course, it helps to have some knowledge of your opponent's heat dial as well. With proper knowledge of the enemy (and judicious use of Flamers), you can really put the heat on.



WHAT LURKS WITHIN THE BLACK PYRAMID?

A Mage Knight Pyramid scenario

A week ago, a team of Seekers entered the Black Pyramid to search for artifacts that might further the goals of their Solonavi masters. Then they vanished, their fates unknown until Seekers Elydia, Contri, Mock, and Azruk made their way into the Black Pyramid, determined to track down the force that dared to interfere with the Solonavi.

As they crept deeper into the pyramid, they were suddenly confronted by the missing Seekers, along with a technomage duo and a leech medic. The mystery of why Atlantis Guild members and Black Powder rebels were not at each other's throats was dispelled by the eerie glow in their eyes.

The Seekers readied their weapons. Afterwards, they would find the force that violated their former Seeker comrades, and destroy it in the name of the Solonavi.

Something in the Black Pyramid has awakened and taken possession of the members of two warring factions. Teams of heroes must enter the Black Pyramid and fight their way past ancient traps and possessed Atlanteans and Black Power Rebels to defeat the source of the magical possession. If the heroes fail, they will be the next victims of the evil that lurks within the ancient pyramid.

Goal: Enter the Black Pyramid, gather enough experience and magical items to confront the power behind the magical possession, and defeat it!

Number of players: Two. Time limit: 60 minutes.

Set-up

Each player constructs a 100-point Heroic Team. The player who goes first chooses which side to play. You must have an adversary figure worth at least 90 points or more to play this scenario. The use of artifacts and dungeon accessories is allowed.

Mage Spawn: Four yellow and two blue Wandering Monster Tokens. Only one Master Adversary token is used in this scenario. For a more difficult game, replace a yellow token with a red token.

A minimum of 100 points' worth



The Guardian Sphinx takes no prisoners!

of Mage Spawn are placed in the Mage Spawn pool with the following limitations:

- There must be at least 50 points' worth of figures from the Black Power Rebellion or Atlantis Guild.
- There must be one figure worth at least 90 points to represent the Master Adversary.

Map: Use the map from Mage Knight: Pyramids. Set up the map according to the standard Mage Knight Dungeons: Pyramids rules, modified by the special rules below:

• To ensure that the Master Adversary will eventually come into play, add the Master Adversary token to the monster token pool when creating the pool. When the Wandering Monster tokens are placed in the dungeon during setup, reveal the unused tokens to ensure that the Master Adversary token is in play. If the Master Adversary token is revealed, remove all wandering monster tokens and re-create the monster token pool. Repeat placement of the tokens until the Master Adversary token is not among the

MAGE KNIGHT. DUNGEONS

HOMEBREW

by Gregory Scott

unused tokens.

• When the

Master
Adversary
token is converted, place the
appropriate adversary
(as decided upon during
setup) on the space the token
occupied. The adversary may not
be brought into play before this
token is converted.

• When a Hero enters a tile, roll 1d6 to determine if the area is trapped. On a six, the area is trapped, and the player controlling the Hero must roll a d6 to determine what type of trap is discovered (see trap table). Mark a tile with a token to indicate when the trap has been sprung

• The Master Adversary possesses the Magic Confusion special ability for the first three clicks of its dial, in addition to whatever other damage special ability it may possess.

Victory Conditions

The Heroic Team that defeats the Master Adversary wins the scenario. If the Master Adversary is not eliminated, the team that exits the dungeon with the most gold wins.

TRAP TABLE

- 1: Spikes shoot out from the walls! Attack: 9, Damage: 2, Target: Hero
- 2: Wandering Mage Spawn! Number appearing: 2, Point Value: 35
- 3: Collapsing floor! Attack: 8, Damage: Teleport, Target: Hero
- 4: Wandering Mage Spawn! Number Appearing: 1, Point Value: 15
- 5: Poison Gas! Attack: 8, Damage: 1, Target: Tile
- 6: Icy Blast! Attack: 10, Damage: Mystic Freeze, Target: Random Hero

Random Hero: Roll 1d6 to determine which hero is targeted.

Teleport: The hero is teleported to another location in the dungeon. The opposing player places the Hero anywhere on the map, with the following exceptions: The Hero cannot be placed adjacent to opposing figures and the Hero cannot remain on the tile it was teleported away from.

Tile: This trap affects the tile the Hero is on

as well as the tile it came from originally.

SCRYE



STRATEGY

by John Kaufeld

One way or another, Orcs find their way into everything — whether on the battlefield or on whole wheat with an ale chaser (a Draconum favorite), Orcs make a fun and tasty addition to any Mage Knight outing.

But why use Orcs merely as flavoring for some other faction's army when they can hold their own as a standalone main course er, battle force? No other faction packs so much power into such cost-efficient and flexible figures. And with the additions from Minions, the Orcs finally round out their already impressive battlefield skills with the popular Ram, Weapons Mastery, and Dodge special abilities. Add to that their innate Toughness, Battle Armor, and various you-can't-captureme defense abilities, and Orcs come out looking good in any fight.

Brute force: an Orcish specialty

Nothing says "Grog smack pretty Elf boy!" quite like a massed group of Berserkers, Bone Grinders, Crushers, Half-Troll Hackers, Slashers, or Tribal Brutes. These guys hit hard — typically two or three clicks for the weak and standard versions, and up to three or four bruising clicks from the tough ones. Although their damage output tails off as they get pummeled in combat. many close-combat Orcs include a surprise "last-gasp" click or two near the end of the dial, where they revert to their original stats before heading to the Big Buffet Table in the Sky (or wherever Orcs go).

The Orc faction figures from the *Minions* release add even more power (and a shade of grace) to your all-green front line. The **Ironclad** might look like Orc-in-a-can to an uninformed line of Atlantean fighters, but he's a combat machine. Lumbering along at first due to his unwieldy armor, he speeds up as he takes damage. As the last of his armor peels away near the end of the

BEHOLD THE POWER OF ORCS

They're not just cannon fodder anymore

dial, the Ironclad gains Quickness along with enhanced damage. The weak and standard Ironclads do the most damage on their Quickness click, while the tough version moves fastest. Weak and standard figures whip around the battlefield with a speed of 10 and hit for four clicks of damage, while the tough one moves at a blind-

ing 12 but only hits for three clicks.

Enter the elegant Orc

For a touch of combat elegance, add an Orc Slaver or some Galeshi Emissary figures from Minions to your force. The Orc Slaver begins by taking the opposition down a notch with Ram, then spreads the damage around with Sweep for three clicks of damage. His high defense and Battle Armor keep him in the thick of things longer than your average Orc. For fun, give him some Galeshi Emissary bodyguards. These guys

Dodge like gazelles and hit with the ever-popular Weapons Master ability, guaranteeing plenty of pain.

The Barber-Surgeon, Clurch Piper, and Shaman round out your support team. Barber-Surgeons keep your army healthy (usually by the simple threat that, if someone gets injured, the Barber-Surgeon will work on them). The Shaman performs the same duties (with a friendlier bedside manner) and adds three clicks of Magic Enhancement to pump up the faction's limited ranged-combat abilities. Assign a Clurch Piper with a team of heavier ground units and watch the figures fly across the battlefield thanks to the Piper's 10" Forced March ability.

Remember to use these guys in teams
For a change of pace, try using the
unique Chaos Mage and Summoner figures. These guys give the Orc player
something to smile about, while pro-

viding your opponent with unwelcome surprises. Before relying heavily on either of these figures, spend time reviewing their combat dials. The Summoner starts out as a strong attack figure, but its special abilities shift into support mode at the third click. The Chaos Mage begins life as a brutal ranged-combat and Magic Blast piece. With each click of damage, he transforms into the Orc of a thousand faces — or at least of 11 different special abilities. Pair him with a Barber-Surgeon, then alternate between pushing and healing to keep the Chaos Mage performing.

Ride, Orc, ride!

Orc mounted troops perform with equal flair. Whether astride a slender

Cave Runner or on a lumbering Ankhar, Orc troops dish out danger to the enemy. Use their Charge ability to bring the battle to your opponent's ground troops or harass their rear guard troops with Bound. Although the mounted Orc archers don't do much damage, even a click or two is enough to hurt most healers and spellcasters.

The centerpiece of any large Orc army is the amazingly powerful **Orc Captain** on his Cave Runner. This figure practically holds the battle-

field by itself. What else can you say about a figure with four clicks of Battle Armor, five clicks of Charge and

Leadership, and a whopping nine clicks of Sweep? You could also say that it's all but immune to capture, too — only one of its 10 clicks gives your opponent the chance to take the Captain prisoner.



Sinestro: Who you callin' yellow?

"It's not easy beating green"

It's not often that the color yellow is associated with anything but cowardice, but with the introduction of Sinestro to the HeroClix universe, it looks like that's about to change.

The towering Sinestro construct combines new figure rules with amazing stats to produce a leviathan for DC HeroClix that won't be shy about stepping into the middle of a fight. The beautiful amber construct with the hovering image of Sinestro himself inside provides some great eye candy while you're stomping around Metropolis. But does the figure live up to expectations?

Sinestro operates along the same lines as the Sentinel. He can be used as either a 100-. 200-, or 300-point character with special attack and movement rules. such as the ability to attack soaring characters, cross elevated terrain boundaries, and break away without rolling. He's also immune to a host of powerful skills, including Force Blast, Incapacitate, Mind Control. Plasticity, Poison, Psychic Blast, Shape Change, and Steal Energy. But perhaps his most powerful abilities are his Multi-Attack and Capturing.

Multi-Attack allows Sinestro to attack two different figures with only one action, but rather than having his damage reduced to one it is only reduced by one. Factor in his Ranged Combat Expert (RCE) skill, and Sinestro can deal four points of damage to two different figures. Capturing grants Sinestro the means to take out even an

undamaged character with only one attack. Games can turn quickly when a full-powered Superman is suddenly off the board. Like all great villains, Sinestro is not without weaknesses. In the case of the 300point version, the character starts with incredible stats: Impervious, Super Strength, Outwit, and a damage of five. But all it takes

> is one click and he drops to "only" four damage and his Impervious becomes mere Toughness. What happens more often than not in a 300-point game is that you either push Sinestro yourself and lose the click, or your opponent's team gangs up on him while he waits to

> > remove his action token. Without support figures, an opponent can

often topple Sinestro through sheer force of numbers. Batman Ally teams, a common tournament force, effectively nullify his RCE by using their Stealth, and their Outwit will remove almost any advantage Sinestro has. You'll be depending on his speed of 10 to let him take out Batman quick-

TAKE DOWN SINESTRO!

299 points

1x Hawkman (veteran, 48 pts.) (HT)

1x Steel (veteran, 74 pts.) (HT) 1x Bane (veteran, 85 pts.) (HT) 1x Batman (experienced, 92 pts.) (HT)



TRATEGY

by Charles Sonnenburg

ly, just to stay in the game.

This may make him look like a weak character, but the truth is that most high-point characters have trouble going solo against teams. It takes support characters to help Sinestro reach his full potential, just like it does for Thanos or Superman, which is why the veteran works best in a higherpoint match.

Sinestro's best use is probably in his rookie form as part of a team. No other character will be able to take as much punishment, and he can serve as a damage sponge while the rest of your team goes to work. You can also build teams to enhance his special skills. For capture teams, Mad Hatter or The Key can Mind Control your opponent's figures up to Sinestro instead of making him chase them around.

A fun variation on this is "Sinestro Football," where one Sinestro uses his Telekinesis to throw a figure at another Sinestro, who captures it and carries it to the starting area. Alternately, strong characters like Clayface, Plastic Man, and Swamp Thing can use their Plasticity to hold a figure long enough for Sinestro to scoop it up. For RCE Multi-Attack teams, Outwit and Perplex will help Sinestro to do maximum damage. Harley Quinn, experienced Batman, and Eddie Nashton all fill this role nicely for a 200-point game.

A team may be able to take down Sinestro, but it's got to be the right team. The 300-point "Take Down Sinestro" squad is built around one principle: hit hard and hit fast. Batman's Outwit will get rid of that pesky Impervious long enough to get that one click of damage in. Use Steel or Hawkman to drop Bane right next to Sinestro, where his Close Combat Expert should put the quick hurt on. Don't worry about how much damage Bane takes; just keep using him until he's knocked out. If he's captured and still has a few swings left in him, rescue him and push to hit again. Let Hawkman pick up once Bane is out of the picture, while Steel and Batman use ranged attacks to whittle him down. Even then it won't be easy but no one ever said thwarting evil would be.



by Rod White

Get ready for a clobberin'!

Marvel's new big hitters

Clobberin' Time brings a lot of new characters to the Marvel HeroClix stable, and they also come with many of the special powers that DC HeroClix launched with.

One figure that you can't go wrong with in any Marvel HeroClix game is Logan. He is possibly the best version of Wolverine produced so far. Just go a few clicks in on the experienced version and he has Flurry and Blades/Claws/Fangs to make him a slicin', dicin', bad mamba-jamba. A

little later, he gets

a few clicks' worth of Regeneration. Coming in at 60

points, the veteran version is well worth his weight in Adamantium! For just 40 points, you can use the rookie version, who gets Flurry on his second click and then four clicks of Blades/Claws/Fangs. Spiral is another Flurry plus Blades/ Claws/Fangs

beastie in Clobberin' Time, and as far as uniques go, she's probably the one that will see the most play. At 56 points, she starts with Flurry and Blades/Claws/Fangs, and has it for two clicks. After that, she's got three more clicks of Flurry to bleed the opposition dry. Oh, did I mention that she's also a Minions of Doom team member? That's right, she gets the wild card team ability as well.

If you feel the need for speed, Nightcrawler is just what the doctor ordered. He's not only the second-fastest figure in the game with a 14-square speed (Hypertime's unique Flash moves 20 squares), but he can run in, hit an opponent for two clicks, and keep moving. He is, by far, the most dangerous hit-and-run piece in all the HeroClix games yet. Combine that with Super Senses and, at the end of his dial, Phasing, and he's clearly worth every point of his 83 cost.

Until Clobberin' Time, Scarlet Witch and the expensive Dr. Strange were your only options for Probability Control. Black Cat is the newest dice manipulator, and at 36 points for the veteran and 32 for the experienced version, she's well worth looking into, more so because the experi-

> Spider-Man team member, giving you the

useful wild card team ability.

Another overlooked and underestimated figure from this set is Mandroid Armor. Sure, they're a little costly for what most players would, at a

enced version is also a

glance, look at as the peon figures of the set, but at only

36 points for a veteran figure, they're worth considering. For starters, all versions have a click of Telekinesis at the start of the dial, and can also take advantage of the S.H.I.E.L.D. team ability. They have Toughness for

a few clicks and, after they lose Telekinesis, they get Incapacitate. The lowly rookie version only costs 28 points for that, you can place one next to a Ranged Combat Expert to

boost the damage of those ranged attacks by one and (with Telekenesis) launch

another adjacent friendly figure out 10 squares to face incoming threats. The rookie version is currently the cheapest Telekinesis-capable figure in the game. Mandroid Armor is one of the most versatile and cost-effective figures in the entire Marvel HeroClix universe.

An ability that DC HeroClix introduced which changed how the game was played is Perplex — a truly nasty ability that allows you to boost just about any single stat printed on a dial by one.

The good news is that Clobberin' Time brings this ability to Marvel HeroClix by giving us a host of figures with this ability: three Dr. Doom figures, Mr. Fixit, Enchantress, Mojo, and veteran Dr. Octopus. The bad news is that most of these figures are either uniques or high-cost figures. So, if you're willing to shell out a hundred points or more (a whopping 198

> for veteran Dr. Doom), you can use Perplex in Clobberin' Time. The exception is the veteran Dr.

Octopus. Doc Ock costs just 66 points, and also has Willpower (the ability to act two

turns in a row without taking pushing damage) and

Energy Shield Deflection. However, that's still a lot of points when you consider that, in DC HeroClix, you can use an army of rookie Harley Quinn figures with Perplex at 27 points a pop.







Girls' night out,

Marvel's ladies get in on the action

Think of women not as the fairer sex and certainly not as the weaker sex. Consider them, instead, to be weapons of mass destruction. As you'll see with this 300-point Marvel HeroClix team, they can take it and dish it out.

Set Jean Grey front and center with a clear line of sight and everyone but Black Cat adjacent to her. Your opening move will be to get Black Cat to high ground, where she can observe the battle but be out of reach.

Force your opponent into the open. Once they're exposed, have Jean fling She-Hulk at the most threatening character. Even if that character isn't in range of Jean's telekinesis. She-Hulk can charge the rest of the way herself. Don't worry that she's is an obvious target - she has Invincibility or Toughness on every click.

The Vampire Lackey is basically cannon fodder, but if she gets adjacent to someone, have Black Cat make your opponent re-roll when she's attacked.

When it comes back around to you, her fangs and the Cat's luck give you better odds of working over an oppo-



nent before the Lackey's inevitable dusting. Not bad for 20 points.

Once the opposing force starts to feel the hurt, have Jean get Elektra in base-to-base contact with one of your opponent's nastier characters. With an 11 attack, she won't need much help



bu Michael Patrick Sullivan

from the Cat to get her hits in, leaving Cat's Probability Control available to improve your damage roll. With any luck, you'll get a one-attack KO.

Hold Spiral in reserve for the mop-up operation. If your opponent holds a big gun back, you'll be glad you did. Push Jean to get Spiral into the deep ugly. She's also not likely to need the Black Cat's help getting in a hit. If she does miss, let it go; she can do it again with Flurry. Re-roll a one or a two on the damage die to get a better slash.

If you don't have the Elektra and Spiral uniques, you can substitute the experienced White Queen and a rookie S.H.I.E.L.D. Medic. You'll have to rely on She-Hulk more, but the medic can keep the White Queen refreshed, and her Mind Control and Psychic Blast will serve you well for the endgame.

Boosters, Starters, & More!

Free Shipping!

All boxes are unopened and factory sealed We carry hundreds of different CCG boxes!
Visit our website for pricing and availability!

Prices updated daily at www.potomacdist.com Description

Buffv: Class of '99 Booster - Limited CALL Magic: Legions Booster

Magic: Legions Theme Decks

Burly: Class of 99 Booster - Limited CALL Burly: Class of 99 Booster - Limited CALL Burly: Class of 99 Booster - Limited CALL Burly: Class of 99 Swish Themer CAL Burly: Class of 99 Wish Themer CAL Burly: Class of 99 Booster - Lim. CALL Dragonball Z: Wird Games Burl Lim. CALL Dragonball Z: Wird Games Burl Lim. CALL Came of Thrones: Westeros Starter Fall Came of Thrones: Westeros	Magic: Legions Theme Decks Magic: Nemes Booster Magic: Cotyssey Booster Magic: Cotyssey Booster Magic: Cotyssey Tournment Pack Magic: Cotyssey Tournment Pack Magic: Cotyssey Tournment Pack Magic: Poster Booster Magic: Poster Booster Magic: Poster Booster Magic: Poster Booster Magic: Stronghold Booster Magic: Stronghold Booster Magic: Torment Booster Magic: Torment Booster Magic: Torment Mooster Magic: Torment Mooster Magic: Torment Mooster TREE! FREE! FREE Mention ad #171 when you arder and receive two FREE Star Wars Taurnment Sealed Decks
HeroClix: Marv. Inf. Chall[12 Boostrs] \$59 KMC Mixed Colors Deck Protectors \$35 L5R: Broken Blades Booster \$82 L5R: Dark Allies Booster \$77	(Limit one per customer. Offer expires 04/15/03.) Magi-Nation: Nightmare's Dawn Bstr \$69
L5R: Fall of Otosan Uchi Booster L5R: Fall of Otosan Uchi Starter L5R: Gold Booster L5R: Gold Starter (w/o WH card) L5R: Oni's Fury Booster L5R: Ori's Fury Booster S77	Magi-Nation: Voice of Storms Bster CALL MechWarrior: Dark Age Boosters CALL MechWarrior: Dark Age Starters CALL Middle Earth: Booster - Unlimited \$19 Middle Earth: Lidless Eye Factry Set \$175
L5R: Perfect Cut Booster	Middle Earth: White Hand \$79 Pokemon: E Aquapolis Booster CALL Pokemon: E Expedition Booster \$79 Pokemon: Neo Destiny Boost-1st Ed. \$79 Raw Deal: Backlash Booster \$64
LOTR: Two Towers Booster CALL LOTR: Two Towers Deluxe Strtr Set CALL LOTR: Two Towers Starter CALL Mage K.: Dngns Pyramids Boosters CALL	Raw Deal: Mania Booster \$59 Raw Deal: Ruthless Aggression Set \$22 Raw Deal: SummerSiam Booster \$59 Raw Deal: Survivor Series Booster \$59 Shadowfist: 10000 Bullets Starter CALL
Mage K.: Minions [12 Boosters] \$64 Magic: 5th Booster \$109 Magic: 5th Booster - Spanish \$69 Magic: 7th Booster \$71 Magic: Apocalypse Booster \$73	Shadowfist: Boom Chaka Laka Boost. \$45 Star Trek: 2nd Edition Booster CALL Star Trek: 2nd Edition Combo CALL Star Trek: Borg Booster \$37
Magic: Apocarypse Booster \$73 Magic: Deckmasters Box Set \$21 Magic: Invasion Booster \$71 Magic: Judgment Booster \$71	Star Trek: Reflections \$59 Star Wars: Attack/Clones Booster \$23 Star Wars: Death Star 2 Booster \$27

Warford: Siege Booster
Aufard: Siege Starter
GALL
Warford: Tooth & Claw Booster
Yu-Gi-Ch: 2nd Season Tourn, Pack CALL
Yu-Gi-Ch: 2nd Season Tourn, Pack CALL
Yu-Gi-Ch: Blue Eyes Boster-tal: Ed.
\$88
Yu-Gi-Ch: Magic Pulier Betr-1st Ed.
\$74
Yu-Gi-Ch: Magic Pulier Betr-1st Ed.
\$74
Yu-Gi-Ch: Magic Pulier Betr-1st Ed.
\$75
Yu-Gi-Ch: Magic Pulier Betr-1st Ed.
\$75
Yu-Gi-Ch: Magic Pulier Betr-1st Ed.
\$75
Yu-Gi-Ch: Phar. Serv. Bstr. 1st Ed.
\$75
Yu-Gi-Ch: Phar. Serv. Bstr. 1st Ed.
\$75
Yu-Gi-Ch: Yugi/Kaiba Sitr - Unlim.
\$75

Deck Protectors
Ultra Pro Metalized (8 colors avail.)
\$31 per 750
Ultra Pro Yu Gi Oh Size (4 colors avail.)
\$31 per 750

stock over 1200 different unopened boxes including gaming, non-cards. Vist our website or call for an updated pricelist,



E-Mail: sales@potomacdist.com

(800)

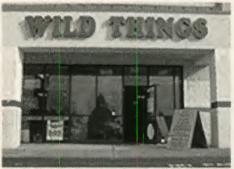
www.potomacdist.com Outside the US: +1 (703) 883-3999 FAX: (815) 333-1651 8480-D Tyco Road Vienna, VA 22182 USA

TERMS: Ad placed: Feb 65 2003

1) Minimum order - \$100.00 per shipment. No exceptions.
2) All prices were current as of 20/25/03. Prices subject to change. Please call or check our website for current prices.
3) We pay for UPS ground shipping in the cont. US. We offer discounted international shipping rates. Please fax/email for quote.
4) Yeal-Masteriar/Discover accepted - no fee.
5) C.O.D. Certified Funds - add \$6.55 per shipment.

7) All sales are final...no cancellations allowed. 8) Hours: 10 - 5 EST Mon-Fri





www.wild-thinas.com

1256 Lancaster Dr. SE, Salem, OR 97301 (503) 364-4263 11am-7pm Pacific



Email: Rush@wild-things.com





DEFENSE SCRYE

Buffy the Vampire Slayer RPG

Eden Studios • www.edenstudios.net • Available now • \$40

The Buffy the Vampire Slayer roleplaying game is, of course, based on the popular television series. Published by Eden Studios, the game uses the the Unisystem mechanics found in their other role-playing games All Flesh Must Be Eaten, Witchcraft, and Terra Primate. Found only in hardcover and at a price of \$40, it's a solid investment for fans of the show looking to wreak (or prevent) havoc in Sunnydale, or wherever evil walks the Earth.

The cover is a nice photo still, featuring the major characters from the first three seasons. The book's interior has an attractive layout and design, with lots of photo stills from the show. There's also artwork by RK Post and Christopher Shy. The only flaw is that Shy's art really doesn't fit well with the rest of the book. It's too dark for Buffy and doesn't fit with the style found in the pages of this game.

The core rulebook was written by



Unisystem creator C.J. Carella, and he did his best to make this game feel like a part of the Buffyverse. Hip catchphrases and lots of Buffyspeak help make the Buffy series what it is: fun. Carella does a good job in what he set out to do, and quotes from various episodes are properly placed in the various sections of the book. All in all, it's an entertaining read.

Character creation is the same as with all Unisystem games. Just choose the type of character, then spend points on attributes and qualities, and get points for drawbacks. The types of characters are: Hero (Slayers, Initiative commandos, and experienced Watchers), Experienced Heroes (Buffy from the current season of the TV show, super-soldiers from the future (or from alternate dimensions, or maybe even immortal samurai seeking redemption), and White Hats (regular people who find themselves fighting the supernatural for some reason or another). For more inspiration, there are archetypes such as Spooky Gang Member, Hacker, and Beginner Witch.

Using the system during a game session is simple. To attempt an action, just roll a 10-sided die and add the result to the appropriate attribute and skill to find out how many success levels you got. The more success levels you roll, the better you did.

Of course, no Buffy RPG would be complete without some bad guys, right? Not only does the book provide stats for vampires, werewolves, ghosts, and a demon or two, but the entire run of the Big Bads from seasons one through five. As an added bonus, the book provides a sample adventure, which introduces a new Big Bad.

If you are a fan of Buffy, you will want this game. Eden Studios did a fantastic job with it, and hopefully we'll see the same level of quality in future products. Early supplements include the Slayer's Handbook, Monster Smackdown, Director's Screen, The Magic Box, and the Supernatural Defense Kit. The last is a special thread-sown book with a story, adventure, and replicas of three items from the show: Buffy's cross, Angel's Claddagh ring, and a vial of holy water. Which is all, as Xander would put it, "a business class ticket to cool with complementary mojo." — Gregory Scott

Designed for ages: 13 and up **Learning curve:** Medium

Pros: Fans of *Buffy* should love this, both as a game and as a resource for the show. The game is well-supported with cool add-ons.

Cons: Should have been done three years ago, when the show was at its peak.





Cookie Fu

Blue Kabuto • www.bluekabuto.com • Available now

• \$4.95 starter set includes five dice, rules, and cookie

When I was younger, there were many ways to spend a Saturday afternoon. One of the most enjoyable was watching old kung-fu movies on TV, either alone or with friends. As I grew up, I wondered when someone was going to make a fast-paced game that was reminiscent of those old kung-fu films. The folks at Blue Kabuto have answered my prayers with a unique game called *Cookie Fu*.

Cookie Fu is a collectible dice game that comes packaged in a mini-take-out pail (like the kind you get at Chinese restaurants). Each starter set holds five dice, rules, and a fortune cookie. Instead of a fortune, though, the cookie contains a super-secret move that can be used to devastate your opponent.

There are two different kinds of dice included with the game: fortune dice and fu dice. Fortune dice are used to determine initiative, while fu dice (the collectible ones) are used to open up the Shaolin smackdown on your opponent. The dice are rolled at the start of a round and the results are kept secret until the dice are used. The player with the most favorable fortune roll gets to go first or make his opponent go first.

Players alternate performing martial-arts moves on their opponent while trying to block incoming strikes. Each of these actions uses one or more dice, and each die can only be used for one purpose in a turn. In other words, if you use two dice to strike you can't use those two dice to block an incoming attack. Once each fighter has used all of his dice, if neither fighter is knocked out, play begins again with the next round and all dice are rerolled.

In addition to various strikes, grabs and throws, there are moves that use a fighter's chi. If the player has chi dice in his pool, he can use this energy in a variety of ways. Chi can be used to block an incoming magical attack, fire a focused blast of energy at your opponent, or used to heal. Chi can also be used to perform special moves, which come in three skill levels: basic, expert, and master (costing one, two, and three chi respectively). Each fighter secretly writes down one of each of these moves before the game starts.

Play continues until one of the fighters' hit points are reduced to zero, at which point he is knocked out and his opponent wins. The games are fast and furious, capturing the style and spirit of the old martial-arts films, as well as some of the newer fighting cartoons. Blue Kabuto has

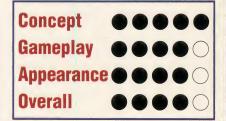


two expansions planned for this game that will be released later this year. These expansions will introduce sorcery and martial-arts weaponry into the world of *Cookie Fu*.

Blue Kabuto's website includes a mini-strategy guide for the game and information on their other games, such as *Ramen Raiders*, which the company advertises as a "combat card/cube game."

Hiiiii-ya!

— Thomas Riccardi



Number of players: Two
Designed for ages: 10 and up
Learning curve: Easy
Playing time: 15 minutes

Pros: Easy-to-learn rules, fast-paced gameplay

Cons: Collectible dice games have always faced an uphill battle for acceptance.

TURN CARDS INTO CASH

Always Buying at... www.STRIKEZONEONLINE.com



Buy-Sell-Trade

LIVE AUTOMATIC ONLINE INVENTORY

Magic the Gathering • Yugioh • Hero Clix • Dragonball Z

Mage Knight • Pokemon • Lord of the Rings

Singles-Packs-Decks-Boxes-Sleeves

Reliable Quick Shipments and Quick Payments E-mail: Dustindi@aol.com • 281-484-7875









Puerto Rico

Rio Grande • www.riograndegames.com • Available now • \$34.95

Where some see a wilderness, others see a land teeming with opportunity. In *Puerto Rico* (a German game released in the United States by Rio Grande Games), players take the role of Old World entrepreneurs out to make their marks and build their fortunes amidst the undeveloped lands of a New World paradise.

Like all of the best German games, *Puerto Rico* challenges your creativity and tactical skills while introducing just enough luck to season the game with a delicious level of uncertainty. *Puerto Rico* lets you plan and strategize, but at the same time, demands flexibility and quick thinking. Best of all, the game keeps you guessing who might win until the very last moment.

Gameplay revolves around seven jobs or roles (in the game's terms) which the players choose each turn. Each role governs one of the game's basic activities: purchasing buildings; acquiring plantations; hiring colonists; or creating, shipping, and selling goods.

The first player of the turn picks any of the roles, putting the card for that role in front of him. Starting with the player who drew the role, each player performs that role's action (getting colonists, adding a plantation, and so on). After all players finish that action, the next player picks one of the remaining roles and repeats the process. Because the game always offers more roles than players, each turn ends with three role cards left. To encourage players to pick one of the unselected roles the next turn, the bank puts a piece of money on each one.

Money lets players erect buildings in their cities, which give them benefits like extra plantations, colonists, money, and victory points. Players familiar with collectible games easily latch onto how the buildings work — they "break the rules," just like the cards in a collectible card game.

Players win by gathering the most victory points before the game's end.



Thanks to Puerto Rico's exquisite design and balance, players can use any strategy they can imagine in their quest for victory. Selling the game's goods (corn, indigo, sugar, tobacco, and coffee) gives you money to spend on buildings, but you also get victory points for delivering them to the Old World. Coffee brings the most money, but it takes the most expensive production facilities. Do you build a profit-enhancing market in your city to rake in spare doubloons, or does the money go for a university that draws extra colonists to your enterprises? Every time you play, a new combination of buildings, goods, and strategies grabs your attention. Puerto Rico, like all of the best games, gives you plenty of room to experiment, explore, and establish your own playing style.

Instead of using a single large map, each player gets a small board representing their section of the island. Player boards contain sections for each player's city and plantations, plus a quick reference chart and storage area called the windrose (in honor of the graphic marking the space).

Setting up the game takes a bit of time at first, but you can speed things up with a little organization. In addition to the player boards, Puerto Rico uses several piles of cards and counters to represent plantations, settlers, goods, ships, and the island trading post. All of this stuff sits around a central board containing the buildings available for purchase and the bank. To simplify setup, sort the colonist and victory point pieces into three bags: one for three-player, four-player, and five-player groups. Use a few rubber bands to keep the buildings in order, and bag the money and plantation tiles separately. Before you know it, you'll be making your fortune in Puerto Rico!

— John Kaufeld

Number of players: Three to five (two-player variant also available)

Designed for ages: 12 and up

Learning curve: Medium **Playing time:** 60-90 minutes

Pros: Fascinating strategy game with some CCG/TCG elements

Cons: Learning curve could put off some players



Fluxx Version 3.0

Looney Labs • www.looneylabs.com • Available now • \$12

Draw a card, play a card. Once someone plays a goal, you can win. Do what the cards say.

That's really all you need to need to know to play Fluxx, Looney Labs' addictive game of rules manipulation and semi-organized chaos. The new edition of the game, Version 3.0, is just as fun for beginning players as it is for hardcore Fluxx fanatics.

At the start of the game, each player is dealt three cards. The only rule in play is the basic rules card -Draw 1, Play 1. New rules can be played to the table, allowing players to draw or play more cards (or even

all cards in hand). placing restrictions on cards in hand or in play, or any number of other wild effects.

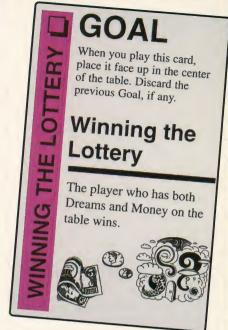
The other card types are keepers. goals, and actions. Keepers are played to the table in front of a player and belong to that player. They represent such important objects as The Moon, Bread, Cookies, or Television. When a goal is played (replacing any goal already in play), any player can

win by fulfilling the conditions on the goal - usually, this involves owning the right pair of keepers. Finally, actions are one-shot cards that all sport the explanatory text: "When you play this card, do whatever it savs.

Play is quick and spontaneous, with actions and new rules making a mess of whatever strategy a player might have had planned on his or her last turn. The randomness of the game is its selling point, though some players may not like the inability to control one's own destiny. Still, from personal experience, there are

few things more rewarding (and difficult) than actually formulating a Fluxx strategy and being able to carry it out to fruition.

This new version of Fluxx makes several changes from the older versions. Nearly a third of the cards are new, providing a challenge for experienced players who had already memorized all the cards. Some of the new rules are downright bizarre. One forces the first card played each turn to be random,



and another allows two goals to be in play at once. The most mind-numbing, though, has to be X = X + 1, which causes all numbers appearing on all cards to be increased by one. Reminding your opponent that he gets to draw an extra card each turn is entirely optional.

Fluxx Version 3.0 adds welcome variety to the classic game, while maintaining its wackiness. If you haven't picked up a copy yet, you owe it to yourself to "Buy 1, Play 1."

— Jason Winter





that numeral. For example, 1 becomes 2, while one remains one

This does affect the Basic Rules.

Number of players: Two and up Designed for ages: 8 and up Learning curve: Easy Playing time: 1 to 15 minutes

Pros: Quick and random gameplay, easy to learn, can be played anywhere.

Cons: Some people just don't like random games.

COLLECTANDS AVE. COM Call Toll Free

Great Prices, Great Service, Great Selection! 1-888-625-6750









BOXES

PACKS

SINGLES

www.collectandsave.com • 4405 West Saginaw Hwy. • Lansing, MI 48917 • E-mail: collectandsave@aol.com



Rome

GMT Games • www.gmtgames.com • Available now • \$39.00

GMT's Rome is a collection of three short, easy-to-learn games by master designer Reiner Knizia. In addition to the surprisingly small rulebook, you get a beautiful game board, a large number of wooden pieces (in five colors and all kinds of shapes), and 90 cards. Since each game is different and none share components, you'll have to spend a few minutes sorting these out. Once you're done, select a game, spend five minutes with the rules, and play!

The first game is Hannibal vs. Rome. The only two-player game, it can be finished in less than 15 minutes. With fewer than a dozen pieces per side, there is an unmistakable chess-like feel to the game. On your turn, move a piece representing either a legion or a galley. Opposing pieces sharing a space must fight. To resolve the battle, select a card and compare it to your opponent's. Whoever played the lower-value card loses and must remove his game piece. Choose your battles carefully, though! A tie removes both pieces, and, since you' don't refill your hand until you're completely out of cards, victory centers on knowing which battles must be won and which can be lost.

The game seems simple, but it's quite deep. The Romans have an additional legion and Hannibal's land-bound elephants get a bonus in battle. With those small differences, the game's strategies are wide open. With three ways to win, a lot rides on deceiving your opponent and choos-

ing when to fight. Gameplay is tense, engrossing, and fast.

In Imperium, Rome has reached its apex. Here, two to five players vie for supremacy in the Roman Senate by controlling the empire's provinces. You do so by choosing three cards each turn. The cards represent each of the eight regions depicted on the game board or a special action. All players reveal cards simultaneously, taking turns placing influence markers on their chosen provinces. The special actions allow you to place two influence tokens in one province, select your cards after everyone else, or have an additional scoring round in the turn. The game ends when a single player has the highest score above 40 points and wins.

HISPANIX

ACEDONIA

7-5-3-2

As with Hannibal vs. Rome, the rules to Imperium hide another tense and exciting game. With various ways to score, there are many winning strategies. The well-designed board means that even the lowestscoring region can be the linchpin to a win. This makes each province a battleground and the game an intense experience.

Circus Maximus completes the package. Here, two to five players race three chariots each. Select your starting positions and move each chariot, using up to three cards. You must select a card for each chariot, even for those unable to move. The

> winner is the first player to get all three chariots to the finish line.

> It's unlikely that real chariots could make some of the sharp turns they make in this game. However, it's easy to tell that this is a game where speed and sneakiness counts. You must maneuver your chariots not only

to advance in the race but also to impede other players. Since all your chariots must finish the race to win, you have to be careful when assigning your cards. Racing a chariot ahead 12 spaces while the others advance only one or two spaces is folly. Unlike older chariot-racing releases by other American companies, Circus Maximus doesn't include rules for collisions, fighting between charioteers, pushing the horses, or any other horseplay (pardon the pun). The game is simple, focused, fast, and fun.

IMPERIUM

Rome is a great collection of games, all playable in 45 minutes or less. While Imperium and Circus Maximus work best with three or more players, this collection rightly deserves the Emperor's thumbs up (or down, if you're a stickler for historical detail).

— Alfredo Lorente





Number of players: Two (Hannibal vs. Rome), two to five (Imperium, Circus Maximus) Designed for ages: 8 and up

Learning curve: Easy (Imperium), medium (Hannibal vs. Rome, Circus Maximus) Playing time: 15/30/45 minutes (Hannibal vs. Rome/Imperium/Circus Maximus)

Pros: Three devilishly simple games in one box! Cons: Lots of other Rome-based games out there.







Froop!

Savant-Garde Entertainment • www.savant-garde.com • Available now • \$17.95

I'd heard a lot of good things about this innocuous little game before it showed up on my doorstep. It was going have a lot to live up to coming right out of the box. But once we tried it, my friends and I played four games in a row and it snowballed from there.

Everything is contained in a nice compact box that is a great size for carrying and fits comfortably into any

purse, game bag, etc. The cards are printed on quality stock and should hold up to many games' worth of shuffling - a major consideration. Our cards are still in great shape after more than a dozen games.

The rules are short and easy, written on just a few cards (and in 14 languages!). The premise is simple: Froop! is essentially a supercharged matching game. There are

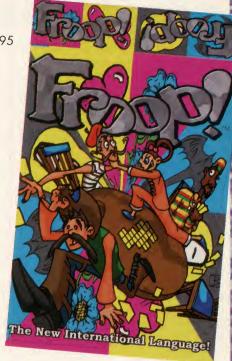
four symbols on each card. To start, each player gets seven cards and one card is placed face up on the Froop (playing area). On your turn, you lay a card from your hand on the Froop. over a card that's presently there. The catches are that your cards must be played vertically and must overlap two or more symbols currently in the Froop. If you manage to match and cover three or four symbols at once, you get to play again immediately. If you can't play, you draw a card and end your turn.

The object is to be the first player to run out of cards. Sounds simple,

right? That's what we thought. Once you throw in the optional advanced rules, the game becomes even more fun and crazy. The last game we played had seven players, with ages ranging from 13 to 42, and a good time was had by all.

Probably the most interesting thing about this game is the flexibility of the rules. If anything gets boring, you can add a time limit for playing cards or add

other drawing or discarding rules into the mix. Just by changing a few small rules, you change the strategy just enough to mix things up without truly changing the game. It's a simple concept with lots of possibilities.



The game is also great for passing time between rounds of tournaments. It appeals to a wide range of players and can handle up to 10 players at once. Froop! is a great party and family game. Though the price may seem high (had to pay for all those translators somehow!), the replay value of the game easily makes it worth every dollar.

— DeQuan Watson



Number of players: Two to 10 Designed for ages: 8 to adult Learning curve: Easy

Playing time: 15 minutes and up, depending on variants and special rules

Pros: Easy to learn, with subtly hidden strategies that can keep even the most competitive gamer interested. Simplicity makes it accessible to all ages.

Cons: Price seems a bit high. Cards from early print runs were covered in a fine dust. Gameplay may be too simple for some.

www.StarCityGames.com



Visit our online store!

www.yourmovegames.com

Magic singles, boxes,

and accessories. 20% off retail prices!

· Warhammer 40k and other miniatures

• Dungeons & Dragons and other RPGs

MageKnight boosters



King's Gate

Fantasy Flight Games • www.fantasyflightgames.com

Available now
\$19.95

King's Gate is a tile-laying game of medieval intrigue from Fantasy Flight Games and noted designer Reiner Knizia. Each player represents a lord vying for influence in the capital city.

There are 10 sequentially numbered locations represented by large rectangular tiles. Four sets of 22 colored district tiles with numeric values ranging from zero to five accommodate two, three, or four players.

The game features several mechanics that should be familiar to people who have played tile games such as *Carcassone* or *Tigris* & *Euphrates*: one tile per turn, special rules for some tiles, and special rules for some locations. Each location has three sets of victory points awarded to the players with the highest total value of districts surrounding that tile, scored when the location is completely surrounded.

A few special rules set this game apart from the pack. Players have an opening hand of six tiles, reducing the luck factor common in many other tile games. The player who places the last district tile at a location chooses where the next location

is placed. Thus, a player needs to decide if he or she wants to "close out" a location, even if that player won't score the most points, in order to get a head start on the next location. Since a location must

be placed adjacent to one or more existing district tiles, the placing player can put it in a spot that takes advantage of that player's previously-placed high-value tiles.

Some locations offer special character tokens to high scorers. These characters are one-shot effects that modify the characteristics of a district tile or location and greatly enhance the strategic depth of the game. The characters have a strong sway on the outcome of an individual location, and their special rules often have sweeping effects. Additionally, all characters have a strong defensive property, protecting them from any

opponents' machinations.

The location-placement mechanic that is intended to create balance can sometimes create a snowball effect that catapults a player into an unapproachable lead. In many games, you can get the sense that you are locked into the lead or locked into last place. This phenomenon is most pronounced in the twoplayer version. However, as you play more games and learn subtle strategies, this characteristic diminishes.

A Game of Medieval Intrigue

In a two-player game, players combine two sets of tiles. District tiles have different color icons on the back. This can create dilemmas stemming from the knowledge of the next tile's color. Placing the tiles in a dice bag will eliminate this issue.

Visually, the game is dominated by large, clear, and easy-to-interpret icons and glorious illustrations. The illustrators, Marko Djurdjevic and Tobias Mannewitz, deliver work that is packed with detail and captures the essence of a sprawling medieval town. You can make out stainedglass windows, jousting knights, and a preacher outside the gates of the little town. The individual district tiles have different pictures on them. You can tell your barracks from your hovels at a glance (the large numbers in the brightly colored shields help, too). The quality of the art, even when reduced to fit a 1" square tile, is superb.

Fantasy Flight Games continues its tradition of easy-to-comprehend, multi-lingual rulebooks. The book is laid out nicely and peppered with illustrated examples of game play. All in all, *King's Gate* is a royally wonderful game.

— Matt Hoskins



Number of players: Two to four Designed for ages: 9 and up Learning curve: Easy

Playing time: 20 to 40 minutes

Pros: The game is easy to learn and beautiful to behold. The depth and subtlety of strategies

creates good replay value.

Cons: The game loses points in its two-player incarnation.



Netrunner

Wizards of the Coast • www.wizards.com • Out of print

About \$7 for 60-card starter decks and \$1.75 for 15-card
...

booster packs

Netrunner was one of the Deck-Master line of games, a series of CCGs designed by Richard Garfield for Wizards of the Coast. While they all had good corporate support, some (like Magic: the Gathering) fared far better than others.

Netrunner is an adaptation of the now-deceased Cyberpunk role-playing game, itself based upon the science-fiction works of William Gibson. In this two-person game, one player represents the Corporation, a nebulous multi-national entity out to score "agenda points" by assembling cards on their computer networks. The other player is the Netrunner, a computer hacker/thief, who is trying to steal agenda points in order to become, well, rich.

The Corp player spends the game playing agendas in his data forts and surrounding them with Intrusion Countermeasure Electronics (ICE). He spends income points on all sorts of gadgets and defenses while advancing those agenda cards. Meanwhile, the 'runner spends her meager income on hardware and programs that allow her to break into a

Back Door to Orbital Air

data fort, defeat the ICE, and steal an agenda.

Netrunner had a lot going for it to entice new players when the 374-card set was first released in April 1996. It had the Wizards of the Coast name, fantastic card art, and easy-to-learn rules. However, while the collectible nature of the boosters was no surprise to the many Magic players abroad at the time, the starters caused problems. Due to the two-player nature of the game, Netrunner was sold as a double starter set, and the price was deemed by many fans to be too high for an untested game.

Netrunner was also far from perfect. As it turns out, playtesting was not as rigorous at Wizards in those days, and there were a bunch of degenerate power cards. A serious collector can gain a hefty edge with them. Also, because it was strictly a two-player, two-faction game, the rulebook suggests playing a two-game match, with players switching roles and scoring on overall agenda points accrued. Building two heavily tuned, competitive decks was both

mandatory and prohibitively expensive (at least without the Star Wars name to back it up).

Netrunner floundered for a while, but still trudged along, thanks to critical acclaim and support from a large and vocal fan base. The first expansion,



Proteus (154 cards) saw daylight in September 1996, but Netrunner never got the big attention it was looking for and needed.

Further expansions were planned, but the cards didn't come to light until November 1999, when Netrunner Classic released 52 of those lost cards in response to continued strong sales in the secondary market. While Netrunner wasn't being stocked on many store shelves at the time, a strong fan base was still buying cards. Unfortunately, that didn't last. Classic sold well, but not well enough to keep the game from being shelved — again.

Netrunner is a well-designed game with great production values. It combines a ton of strategy with darkfuture attitude. These days, there's a lot of product to be had at reasonable prices. Your best bet is to go in with some friends on a box of starters and experiment for a while. If you can keep the card base limited, you should be able to maintain a balanced environment and have a good back-up game to sharpen your skills between rounds of whatever tournament you're in.

— Richard Weld

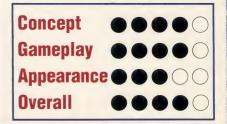


Raymond Ellison

Number of players: Two M Designed for ages: 12 and up Learning curve: Medium Playing time: 20-30 minutes

Pros: Great setting, lots of strategic options

Cons: Too many broken cards, tough to find opponents



SCRYE is the most accurate and current source of game card prices. This price guide is designed to address the needs of both the novice and avid collector.

The prices in the guide have been obtained from regional retail outlets across the country to give you the most accurate picture of the current market trends, and to give you an idea of current national selling prices.

Only A Guide...

SCRYE listings are to be used only as a guide. Prices herein do not represent an offer to buy or sell by the staff, or any support retailer. The SCRYE Guide indicates what price stores around the country are selling collectible cards for, not what a reader could sell cards to a store for. Stores, in general, pay less than half the price of what they can sell a card for, and many do not buy in-print single cards at all.

The Numbers: What They Mean

The SCRYE price system is based on quartiles. There is no HIGH or LOW price in SCRYE. We give you three figures, not to confuse you but to allow you to note cards which have wide regional ranges and the cards that are firmly set in a certain range

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was wide. If the Upper and Lower Quartiles are very close in price to the Median, then the range is very small.

What's A Quartile?

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper price and 25% were lower than the Lower price. The Median is the true Median of all data collect-

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

Why Aren't There Prices **For Every Set?**

SCRYE uses real data from retail stores. If enough stores don't report activity for a set, we can't generate reliable prices. In general, every broadly-traded set seeing monthly price changes appears in Scrye. For lists and prices for all sets (Including those that never change) consult our Scrye Collectible Card Game Checklist & Price Guide book.

Arrows: Arrows represent a change in Median price from the previous issue.

- higher than the Median price in the previous issue
- lower than the Median price in the previous issue

Buying Cards? When you buy cards from a mallorder company, always ask these questions before making a decision:

- · What condition is the card in?
- How much is the shipping cost?
- Is the card in stock?
- · How long will it take to receive it?
- What are my payment options?
- How long has this company been in business?

Poor Good **Fine**

Near Mint

Mint



Grading Guide

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the collectible card games. SCRYE card prices are based on Near Mint or Mint condition cards

However, with card sets that are highly collectible, such as Magic: The Gathering Alpha and Beta, Mint condition cards may command a premium price much higher than the Near Mint price, because perfect cards from those sets are extremely hard to find.

NOTE: Most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

Mint: This is a card that is perfect in every way.

Near Mint: This (probably) unplayed card shows almost no wear. It may have a few minor scratches or slight marks on the edges. Generally, collectors seek only Mint and Near Mint cards.

Fine: This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close up.

Good: This card has a played look to it. It will have white showing on three or four edges on both faces. It may also have more than 1/16" depth of white showing on an edge on the back face of

the card. It may also be a card that looks like a Near Mint card except for one distinguishing wear feature, such as a slight tear or easily identifiable crease. It may also have permanent black marks from dirt. It is only acceptable for play if it cannot be easily distiguished from the other cards in the play deck.

Poor: Any card in less than Good condition.

Misprints & Errors: If a card is damaged in the factory by being irregularly cut or crimped, it often has no value. However, an irregularly printed card or a printing error which causes an oddity (such as a black card back or the wrong card back) may be sought-after by a collector who is focusing on oddities. If a card has a text/icon/art error that is later corrected, it may have a premium

Autographed Cards: So far, an autograph has not lowered a card's value; to some people, an autograph increases the card's value. A card autographed by the game's designer or the card artist is of more value to a collector. A card autographed and augmented by the game's designer is even better!

Magic: The Gathering

Card Color Key

Artifact Black 1:

Land G: Green

Gold/Multi

White

Alpha, Beta, Unlimited, Revised, etc.:

There are four printings of the most expensive Magic: The Gathering cards (The Black Lotus and the five Moxes): Alpha, Beta, Unlimited & Collector's Edition. Alpha was the first printing for M:TG (295 cards). Beta, the second printing, had 7 cards added which were not found in the Alpha Set: CoP: Black, Volcanic Island, Swamp-Two Branch, Mountain-Green Branch, Plains-Pink Horizon, Island-Red, Forest-Eyes (302 cards). These were the only black-bordered printings of The Gathering series. The Unlimited Edition of The Gathering was identical in size and content to Beta; however, the cards had white borders (302 cards). (e.g., A whitebordered Black Lotus is from the Unlimited series.) The Collector's Edition cards have gold borders on the card backs and square corners, but have black borders on the card faces. Because the Collector's Edition was not designed to play with, the Black Lotus and the Moxes in it are not in high demand.

Rarity: C, U, and R denotes which press sheet the card is found on. There were two sheets (Uncommon and Common) in Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires. Three Sheets were used in the first four printings of the main Magic: The Gathering series and Legends. Four Sheets were used in Ice Age and Fourth Edition, and there was an extra sheet for Land cards for Starter decks. A number denotes how many times the card appeared on the press sheet (e.g., a U1 = the card appeared once on the Uncommon sheet, U3 = the card appeared three times on the Uncommon sheet). Rarity is determined by the total number of cards printed. (e.g., A U1 card is more rare than a U2 or U3 card because there were fewer U1 cards printed). F denotes a card that's found in particular starter decks only. PC denotes a card that's in pre-constructed decks.

MAGIC: THE GATHERING SETS

Magic: The Gathering Basic Editions Alpha: Black-bordered, larger rounded corners than all other printings. Illus. © (Name of artist)

Beta: Black-bordered, Illus, @ (Name of artist)

Collector's Edition: Gold-bordered backs with square-cut corners. Illus. © (Name of artist)

Unlimited: White-bordered. Illus. © (Name of artist)

Revised: White-bordered, early printings were pale/light. Illus. ©

Fourth Edition: White-bordered, @1995 Wizards of the Coast, Inc. Fifth Edition: White-bordered, ©1997 Wizards of the Coast, Inc. Classic Edition: Also referred to as 6th Edition, White-bordered. ©1993-1999 Wizards of the Coast, Inc. Cards are numbered

Seventh Edition: White-bordered, TM & @1993-2001 Wizards of the

*Chronicles: White-bordered expansion card ©1995 Wizards of the Coast, Inc. Chronicles cards retain their original expansion symbol but have white horders

*Note that basic edition (RV/4/5) cards have no expansion symbols. They are removed when the cards are included in the Whitebordered set.

Expansion Symbols

Arabian Nights: Scimitar

Antiquities: Anvil

Legends: Greek Column Top

The Dark: Crescent Moon

Fallen Empires: Crown

Ice Age: Snowflake

Homelands: Circular World Symbol

Alliances: Pennant

Mirage: Palm Tree

Visions: "V"

Astral: Shooting Star roProse Computer Game: Aswan Jaquar 6x9 pro

Portal: Circular Symbol

Weatherlight: Open Book

Tempest: Cloud with

Lightning Bolt

Stronghold: Door with Portcullis

Exodus: Bridge



Unglued: Broken Egg



Urza's Legacy: Hammer

Urza's Saga: Gears



Classic Edition: Roman Numeral "6"



Urza's Destiny: Flask Mercadian Masques: Mask



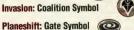
Nemesis: Halberd



Prophecy: Crystal



Invasion: Coalition Symbol



Seventh Edition: "7" Symbol



Apocalypse: Mask **Odyssey: Mirari Orb**



Torment: Wurm



Judgment: Scale



Legions: Spears & Shield Symbol Color Key (Exodus on): Gold=Rare, Silver=Un









Alpha Set 5.625.00 5.273.00 4.400.00 Alpha Starter Box 5,000.00 4,887.00 43,000.00 4,500.00 3,765.00 \$2,000.00 Alpha Booster Box Alpha Starter Deck 437.00 234.00 386.00 345.00 130.00 130.00 Alpha Booster Pack

Air Flemental U 3.80 U R247.00 230.00 Ancestral Recall Animate Artifact U H 2.40 2 00 2 00 2.90 B W Animate Wall 10.00 8.00 7.80 Ankh of Mishra A W Armageddon 43.75 39.00 4 35.75 Aspect of Wolf G B 12.00 9.90 9.00 Bad Moon 26.75 25.00 35.50 55.00 33.75 55.00 32.00 Badlands 75.00 Balance 40.00 Basalt Monolith A 3.00 2.80 R 55.75 74.00 62.25 Bayou Benalish Hero C 1.20 U 41.25 R109.75 1.00 W 1.00 Berserk 40.00 Birds of Paradise 102.75 95.00 Black Knight U 10.00 Black Lotus AAW R703 25 595 00 518 75 U 8.30 5.00 Black Ward 200 200 1.70 Blaze of Glory 39.00 Blessing W R 11.50 9.20 8.00 Blue Elemental Blast 1.90 1.00 CUU Blue Ward WBURG 2.00 1.30 Bog Wraith 2.00 R 34.00 Braingeyser Burrowing Camouflage 2.00 2.00 U 5.00 5.00 2.90 Castle U 2.60 2.00 2.00 Celestial Prism 2.60 Ŭ 2.00 85.00 2.00 82.50 Channel Chaos Orb 9.30 7.40 1.00 Chaoslace RCCCCCRU 8.00 Circle of Protection: Blue 1.00 1.20 Circle of Protection: Green 1.00 1.00 Circle of Protection: Red 1.40 1.00 Circle of Protection: White W 1 20 1.00 1.00 Clockwork Beast 10.00 Clone 10.00 10.00 10.00 Cockatrice R 10.00 Consecrate Land W A B 9.00 8.40 6.50 Ŭ 2.00 Conservator 2.00 Contract from Below RUU 14.25 8.80 / 7.10 Control Magic 4.50 Conversion W 2.30 1.40 Copper Tablet UR 8.00 Copy Artifact 24.75 20.00 19 25 Counterspell Craw Wurm 22.00 UCC 1.20 1.20 40.00 1.00 1.00 Creature Bond 1.00 1.00 Crusade R U U 26.00 Crystal Rod 2.00 2.00 1 90 Cursed Land 1.20 A B B 55.00 5.10 Cyclonean Tomb RCRCU 71.00 55.00 Dark Ritual 3.80 Darkpact 8.90 8 00 7.50 1.00 Death Ward Deathgrip 2.00 200 2 00 Deathlace RR 10.00 7.70 6.30 Demonic Attorney 9.40 11.00 R 28.00 U 25.50 Demonic Hordes 19.75 Demonic Tutor 17.50 Dingus Egg AW 11.75 RCCR Disenchant 5.50 4.00 3.50 Disintegrate Disrupting Scepter 3.00 2.00 25.00 13.50 5.50 Dragon Whelp 4.00 3.50 UCR 1.70 Drain Power 13.00 10.00 10.00 Drudge Skeletons 1.00 1.00 Dwarven Demolition Team 5.00 5.00 2.90 UCU Dwarven Warriors Earth Elemental 200 2.00 2.00 Earthbind C 1.90 R 25.00 1.00 20.00 15.75 Earthquake 16.50 Flyish Archers R 12.00 Evil Presence 2.40 2.00 1.40 False Orders 2.00 2.00 1.50 9.40 Farmstead. WG R R 10.00 9.00 Fastbond 16.00 12.50 10.00 Fear Feedback 2.00 1.90 Fire Elemental Ü 2.00 2.00 2.00 Fireball 4.50 4.00 Firebreathing 1.20 1.00 1.00 Flashfires 2.00 2.00 Flight 1.30 1.00 1.20 Fog 1.00 1.00 Force of Nature 35.00 22.00 12.00 Forcefield R120.75 90.50 Forest (2 versions) 1.50 1.00 45.00 35.00 Fork 39.50 C 1.20 R 15.00 R 15.50 R116.25 Frozen Shade 1.00 1.00 Fungusaur Gaea's Liege 12.00 10.50 Gauntlet of Might 102.50 100.00 6.00 1.40

Giant Spider G C 1.30 1.00 1.00 2.00 Glasses of Urza U 2.00 1.90 Gloom 2.00 2.00 Goblin Balloon Brigade 2 60 2.00 Goblin King 11.50 19.50 Granite Gargoyle 14.50 13.00 R Gray Ogre 1.00 1.00 Green Ward 2.00 2.00 1.70 CCCRCCCCR Grizzly Bears 1.30 1.00 1.00 Guardian Angel Healing Salve Helm of Chatzuk 1.70 1.00 1.00 1.00 10.50 10.00 8.00 Hill Giant 1.20 1.00 Holy Armor Holy Strength 1.20 1.00 1.00 1.00 1.00 Howl from Beyond Howling Mine В 1 00 1.00 30.00 29.50 35.00 Hurloon Minotaur C 1 20 1.00 1.00 2.90 4.60 Hurricane Hypnotic Specter В П 23.00 15.00 4 10.50 Ice Storm 19.00 7.40 29.50 lcv Manipulator U 39.00 38.00 Illusionary Mask Ř 31.00 Instill Energy G 2.00 2.00 2.00 Invisibility CU 3.00 1.70 Iron Star 200 1.00 A R G Ironclaw Orcs CCC Ironroot Treefolk 1.20 1.00 1.00 Island (2 versions)
Island Sanctuary 1.50 1.00 LW 12.50 8.00 7.80 UR 2.00 1.40 lvory Cup Jade Monolith 10.25 10.00 4 9.30 Jade Statue Jayemdae Tome 13.50 12.00 30.00 20.00 4 14.00 U 7.00 Juggernaut 1.30 Jump 1.00 2.90 2.00 Karma WR 2.00 Keldon Warlord 3.00 URRU 2.30 Kormus Bell 11.00 10.00 9.30 Kudzu 10.00 9.10 2.00 1.70 Lance W 200 Ley Druid 2.00 Library of Leng U 2.00 2.00 Lifeforce G 2 40 2.00 7.10 2.00 RU Lifelace 8.00 Lifetap U 2.70 200 2 00 Lightning Bolt RG CR Living Artifact 10.00 7.80 6.40 Living Lands R Living Wall 3.00 3.00 2.80 2.80 Llanowar Elves Lord of Atlantis U R 23.25 17.50 11.00 Lord of the Pit B R 25.00 21.00 18.00 Lure 2.40 2.00 2 00 10.00 23.75 Magical Hack Ü 11.50 9.00 Mahamoti Diinn 36.75 20.00 Mana Flare 20.00 14.00 13.00 Mana Short 13.00 10.00 10.00 Mana Vault 15.00 Manabarbs 12.50 10.00 10.00 R 12.50 C 1.30 C 1.30 C 1.30 C 1.50 C 1.50 R 25.00 C 1.50 11.25 Meekstone 9.50 Merfolk of the Pearl Trident 1.00 Mesa Pegasus 1.00 1.00 15.00 Mons's Goblin Raiders 1.00 1.00 Mountain (2 versions) 1.00 1.00 Mox Emerald 200.00 200.00 Mox Jet R208.75 200.00 Mox Pearl R227.50 200.00 195.00 Mox Ruby 200.00 Mox Sapphire R299.00 250 00 4 200.00 Natural Selection 30.00 R R 20.50 Nether Shadow 12.00 10.00 10.00 Nettling Imp 3.00 67.50 2.00 47.25 A 2.00 Nevinyrral's Disk Nightmare Northern Paladin 30.75 10.00 R U U 10.00 10.00 Ohsianus Golem Orcish Artillery 8.50 Orcish Oriflamme 9.50 UCCRCUCU Paralyze 1.00 1.00 Pearled Unicorn 1.00 1.00 1.00 11.75 1.00 2.00 1.00 2.00 9.80 12.00 Personal Incarnation 1.20 1.00 Pestilence Phantasmal Forces Phantasmal Terrain 1.20 1.00 2.00 Phantom Monster Pirate Ship R C 10.50 8.30 1.00 1.00 Plague Rats 1.00 55.00 Plains (2 versions) 1.80 1.00 63.75 Plateau 75.00 Power Leak U 1.20 1.00 1.00 Power Sink Ř 9.00 Power Surge 10.25 10.00 Prodigal Sorcerer CU 2.00 Psionic Blast U 29 00 27.50 19.50 Psychic Venom CR 1.00 1.00 Purelace W 9.60 8.20 7.50 42.25 25.00 Raging River 46.25 Raise Dead 1.00 1.20 1.00 CCU Red Elemental Blast 1.90 1.00 Red Ward 2.00 2.00 1.60 1.00 Regeneration 1.00 1.30 Regrowth 11 25 10.50 10.00 2.00 Resurrection Reverse Damage R 12.00 9.00 9.00 Roc of Kher Ridges R 10.00

Rod of Ruin 2.50 R 34.75 U 2.00 32.25 30.00 Royal Assassin Sacrifice 1.20 71.00 1.00 Samite Healer 55.00 A 23.50 A Savannah Savannah Lions W 28.50 19.50 1.00 Scathe Zombies Scavenging Ghoul Ü 2.00 2.00 55.00 A 71.00 Scrubland Scryb Sprites 1.00 Sea Serpent Sedge Troll 18.75 10.00 14.75 Sengir Vampire 15.00 Serra Angel Shanodin Dryads U 50.00 30.00 4 1.00 1.00 50.00 Shatter Shivan Dragon 72.25 Simulacrum R 2.60 2 00 Sinkhole 16.75 Siren's Call п П 2 40 2.00 Sleight of Mind Smoke 10.00 9.40 21.00 2.00 1.00 Soul Net 2.00 Spell Blast Stasis П R 19.50 15.00 Steal Artifact 2.00 Stone Giant П 2.00 1.40 G Stream of Life C 1.20 10.00 4 Sunglasses of Urza Swamp (2 versions) 1.50 1.00 Swords to Plowshares 9.00 7 15.75 Taiga 75.00 67.50 4 Terror The Hive R 10.00 9 00 4 A G U Thicket Basilisk Thoughtlace 9.80 8.60 4 Throne of Bone 2.50 2.40 AG Timber Wolves 11.25 Time Vault 75.00 40.00 Time Walk R286.75 Timetwister Ĥ R202.50 177.50 1.00 Tranquility G 1.20 Tropical Island B 71.00 55.00 G 2.40 Tsunami 73.75 2.30 Tundra 61.00 2.00 Twiddle 1.80 Two-Headed Giant 53.75 47.00 Underground Sea R 75.00 61.25 Unholy Strength 1.00 1.00 2.10 10.75 Unsummon U 1.70 3.00 Verduran Enchantress G 16.50 63.75 Vesuvan Doppelganger 37.50 Veteran Bodyquard W R R 13.50 10.00 Volcanic Eruption 10.00 10.00 2.00 2.00 2.00 2.00 2.00 2.00 Wall of Air U 270 Wall of Brambles G Wall of Ice G U Wall of Stone 2.00 Wall of Swords W 2.70 Wall of Water ÜC 2.00 Wall of Wood 1.20 2.00 2.00 Wanderlust War Mammoth CR Warp Artifact Water Elemental 10.00 8.90 В 1.20 1.00 Weakness Wheel of Fortune R 49.00 35.00 a 6.50 White Knight 9.70 2.00 2.00 White Ward U Wild Growth R 20.00 R 27.75 12.00 Will-O'-The-Wisn R Winter Orb U 2.00 R 70.00 Wooden Sphere 2.00 Word of Command Wrath of God R 74 00 54.00 A Zombie Master Total THE Centraring Beta 292 Cards Beta Set Beta Starter Box

1.90 54.00 1.00 10.00 23.00 1.00 1.00 50.00 1.90 1.40 7.00 9.00 1.90 1.00 12.50 2.00 1.00 1.00 1.00 3.70 60.00 8 00 6.30 2.00 8.00 62.50 218.75 170.00 1.00 55.00 2.00 56.25 1.90 1.00 41.25 57.25 1.00 1.00 10.00 35.00 10.00 9.10 1.80 2.00 2.00 2.00 2.00 2.00 1.30 1.00 2.00 7.70 1.00 7.80 30.00 1.20 10.00 1.90 46.00 52.75 6,684.35 5,597.50 5,037.90

6,995.00 6,200.00 \$45,800.00 5.723.00 5.600.00 44.800.00 Beta Booster Box 11,200.00 8,800.00 7,330.00 Beta Starter Deck 700 00 298.00 276.00**v** 259.00 Beta Booster Pack

CARD NAME	COL	RAR	UPR	MED	LOV
Air Elemental	U	U	5.00	3.10	3.00
Ancestral Recall	U	R3	16.00	237.50 4	196.00
Animate Artifact	U	U	3.00	3.00	2.00
Animate Dead	В	U	4.20	3.50 ▲	2.90
Animate Wall	W	R	10.00	8.50 🛦	8.00
Ankh of Mishra	A	R	14.25	10.00 🛦	8.30
Armageddon	W	R	00.00	50.00 🛦	48.2
Aspect of Wolf	G	R	12.00	10.00 🛦	7.00
Bad Moon	В	R :	30.00	25.00	20.00
Badlands	L	R :	95.00	64.50	60.00
Balance	W		40.50	30.00	28.75
Basalt Monolith	A	U	3.80	3.00	3.0
Bayou	L	R :	82.00	63.00 ▼	59.7

Benalish Hero Berserk Birds of Paradise 11 40.00 G 40.00 36.25 92.50 Black Knight В U 14.25 R850.00 40.00 Black Lotus Rlack Vice U 12.50 U 2.90 10.25 8.00 Black Ward Blaze of Glory W R 38.00 28 50 1 22 00 12.00 9.00 Blessing Blue Elemental Blast U. C 1.10 1.00 Blue Ward 2.00 Bog Wraith В 3.00 2.60 Ř 40.00 18.75 Braingeyse 2.90 5.00 Burrow U 3.00 2.60 Camouflage Castle W 3.00 280 2.00 Celestial Prism Channel 5.90 5.00 3.50 66.75 Chaos Orb R 10.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 R 10.50 9.004 Chanslace 5.90 Circle of Protection: Black 1.00 1.00 Circle of Protection: Blue 1.00 1.00 1.00 1.00 1.00 Circle of Protection: Red 1.00 1.00 1.00 5.70 Clockwork Reast A U 15.00 13.00 Clone Cockatrice G R 15 00 10.00 10.00 9.30 WA Ü 11.00 Consecrate Land Conservator U R 3.00 3.00 2.00 Contract from Below 12.00 U 8.00 3.00 Control Magic U 5.00 5.00 Conversion 2.60 3.00 U 10.00 R 30.00 Copper Tablet 8.00 5.00 15.50 15.00 Copy Artifact Countersnell П 27 25 19.50 17.50 UCCRU 1.00 Craw Wurm Creature Bond H 1.10 1.00 1.00 Crusade 40.00 Crystal Rod A B 3.00 3.00 3.00 U 3.00 U 3.00 R 58.75 C 8.00 R 10.00 C 1.10 U 3.30 R 10.00 R 11.00 R 30.00 3.00 41.75 Cursed Land Cyclopean Tomb A B 50.00 4 4.00 Dark Ritual В Darkpact 9.90 4 Death Ward 1.00 1.00 Deathgrip 9.00 4 5.90 7.10 Deathlace Demonic Attorney 20.00 16.00 17.50 Demonic Hordes B Demonic Tutor URCCR 28.50 10.50 9.90 Dingus Egg 10.00 Disenchant 7.00 Disintegrate Disrupting Scepter 2.40 15.00 1.70 14.50 4.50 28.25 Dragon Whelp U 6.00 C 4.00 R 10.00 C 1.00 U 5.00 C 1.00 U 3.00 C 1.10 R 39.75 R 20.00 4.50 4 3.30 Drain Life 9.00 9.00 Drain Power Drudge Skeletons 5.00 4.00 Dwarven Demolition Team Dwarven Warriors 2.60 1.00 16.00 14.00 Earth Elemental 3.00 Earthbind 22.00 17.00 Earthquake U 3.00 C 3.10 R 10.00 Fvil Presence В 3.00 2.60 False Orders 1.30 Farmstead W 8 30 / 7.00 13.75 Fastbond R C U 21.25 Fear B 1.10 1.00 Feedback 3.00 2.60 U 3.30 C 7.50 C 1.10 U 4.00 C 1.00 C 1.00 R 24.00 Fire Elemental R 3.00 2.60 Fireball 5.00 Firebreathing 1.00 1.00 Flashfires 2.80 Flight U 1.00 1.00 1.00 Force of Nature G 18.00 15.00 Forcefield 78.75 R107.50 68.50 Forest (3 versions) 1.10 1.00 1.00 R 61.00 42.00 Frozen Shade 1.00 1.00 1.00 Fungusaur 14.00 8.00 Gaea's Liege G R 20.00 10.50 10.00 Gauntlet of Might AG R117.50 04.75 Giant Growth 5.00 5.00 4 3.30 CCUUUU 1.00 1.00 Giant Spider Glasses of Urza 3.00 Gloom 5.00 4.50 3.00 4.00 Goblin Balloon Brigade 2.90 15.00 A 9.60 A 1.00 Goblin King Granite Gargoyle 12.00 8.80 25.00 R C 1.00 U 2.90 C 1.00 C 1.00 C 1.10 C 1.10 C 1.10 C 1.60 C 1.90 R 35.00 C 1.00 U 25.75 U 22.50 U 50.00 Gray Ogre 1.00 Green Ward Grizzly Bears 2.00 2.00 1.00 1.00 Guardian Angel WW Healing Salve 9.00 7.40 1.00 Helm of Chatzuk Hill Giant 1.00 1.00 1.00 Holy Armor Holy Strength Howl from Beyond 1.50 27.50 1.00 23.75 A R Howling Mine Hurloon Minotaur 1.00 1.00 5.00 6.10 Hurricane Hypnotic Specter В 24.75 13.75 Ice Storm Icy Manipulator Illusionary Mask 46.00 40.00 R 39.25 U 3.00 C 3.10 Instill Energy 2.60

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!



1.80 1.00



Iron Star Iron Star Iron Calw Iron			_	_	
Ironcod Treefolk G	Iron Star	A	U 3.00	2.904	2.50
Isonroot Treefolk	Ironclaw Ores				
Island (3 versions)	Ironnot Treefolk				
Island Sanctuary W R 14.00 12.00					
Nory Cup	Island Construct				
Jade Monolith					11.25
Jade Statue					
Jayemaut					
Jump					
Juppemaut			R 30.00	20.00	17.00
Jump		A		9.00	8.00
Karma					
Redon Warlord R					
Kormus Bell	Keldon Warlord				
Kudzu					
Lance W J 3.00 3.00 2.60 Library of Leng A U 3.00 3.00 2.60 Library of Leng A U 3.00 3.00 2.60 Lifehore G U 3.10 3.00 2.60 Lifehore G U 3.10 3.00 2.60 Lifehace G R 8.00 7.50 A 7.30 Lifethace G R 8.00 7.50 A 7.30 Lifethace G R 8.00 7.50 A 7.30 Lifethace G R 8.00 7.50 A 8.50 Lifethace G R 8.00 7.50 A 8.50 Lifethace G R 11.00 8.00 A 6.60 Living Lands G R 11.75 10.00 A 8.50 Living Lands G R 11.00 8.30 A 6.40 Living Wall A U 3.30 3.00 2.60 Lizher G U 3.00 3.00 2.60 Manical Hack U R 27.00 12.25 A 9.10 Lord of Atlantis U R 27.00 12.25 A 9.10 Lord of the Pit B R 26.25 15.25 A 9.12 Lord of the Pit B R 26.25 15.25 A 9.12 Lord of the Pit B R 26.25 15.25 A 9.12 Lord of Manical Hack U R 13.00 8.50 A 6.20 Mapaical Hack U R 13.00 8.50 A 6.20 Mapaical Hack U R 13.00 8.50 A 6.20 Manical Hack U R 13.00 8.50 A 6.20 Manical Hack U R 13.00 8.50 A 8.00 Mana Short U R 20.75 9.30 A 8.40 Mana Short U R 20.75 9.30 A 8.40 Mana Short U R 20.75 9.30 A 8.40 Mana Short U R 20.55 9.30 A 9.25 Merfolk of the Pearl Trident U R 20.75 9.30 A 8.40 Mana Short U R 20.75 9.30 A 8.40 Mana Short U R 20.75 9.30 A 8.40 Mana Short U R 20.00 15.50 1 12.50 Mors Sapphire A R 20.00 15.50 1 12.00 Mox Emerald Mox Jet U C 1.00 1.00 1.00 Mox Emerald A R 820.00 25.00 25.00 Mox Let W C 1.00 1.00 1.00 Mox Emerald A R 820.00 21.50 17.50 Mox Sapphire A R 830.00 224.25 214.25 Mox Jet U D 1.00 1.00 Mox Emerald W R 15.00 1.00 1.00 Nether Shadow B R 16.55 12.00 12.00 Nether Shadow B R 16.55 12.00 12.00 Nether Shadow B R 16.50 14.00 1.00 Nether Shadow B R 16.50 14.00 1.00 Paralyze B R C 1.10 1.00 1.00 Paralyze B R C 1.10 1.00 1.00 Paralyze B C 1.10 1.00 1.00 Paraled Unicorn W C 1.00 1.00 1.00 Paraled					
Ley Druid					
Libriany of Leng Lich Lich BR R 50.00 37.75 32.00 Lifeface GR B 8 50.00 37.75 32.00 Lifeface GR B 80.00 7.50A Lifeface GR B 80.00 7.50A Lifeface UV U 3.00 3.00 2.60 Lightning Bolt Living Artifact GR R 12.75 10.00 8.00 4 Living Lands Living Lands Living Mall AU 3.30 3.00 3.00 Living Mall AU 3.00 3.00 2.60 Mapical Hack Mall Lord of Atlantis UV R 27.00 12.25A Julian Mahamoti Dijn WR R 26.25 12.52 14.75 Lure WR R 2.00 15.00 15.00 Mana Short UV R 20.00 15.00 Mana Short UV R 20.00 15.00 Mana Short UV R 20.00 15.00 Mana Short WR R 20.00 15.00 M			U 3.00		
Lich Lifeforce Lifeforce G U 3.10 3.00 2.60 Lifeforce G R 8.00 7.50 7.50 7.30 Lifeforce G R 12.75 10.00 8.50 8.50 Living Alarifact G R 12.75 10.00 8.50 8.50 Living Lands Living Mall A U 3.30 3.00 3.00 Lianovar Elves G C 10.00 5.90 1.40 Lord of the Pit B R 26.25 15.25 14.75 Lure G U 3.00 3.00 2.60 Mahamoti Djinn Lord of the Pit Lure G U 3.00 3.00 2.60 Mahamoti Djinn U R 13.00 8.50 8.62 Mahamoti Djinn U R 13.05 8.50 8.50 2.50 Mahamoti Djinn Wana Short U R 20.75 9.30 8.40 Mana Wault Mana Alvalt Mana Wault Mana Short U R 20.75 9.30 8.40 Meskstone Merfolk of the Pearl Trident W R 13.00 10.00 1.00 Mind Twist Mokes Pegasus Mor Lord 10.00 1.00 1.00 Mor Ruby A R 28.00 15.50 14.25 Mox Sapphire A R30.00 22.50 Mox Mox Huby A R284 22 24.25 24.25 Mox Sapphire A R30.00 22.50 00.00 Not Lord 1.10 1.00 1.00 Mox Ruby A R270.00 22.50 00.00 Not Suby A R270.00 22.50 00.00 Not Suby A R30.00 22.50 00.00 Not Suby A R30.00 20.30 00.00 Not Suby A R30.00 3.00 2.70 Nothern Paladin W R15.00 10.00 1.00 Notish Oriflamme B U 3.00 3.00 2.60 Northern Paladin W R15.00 10.00 10.00 Paralyze B C 1.10 1.00 1.00 Paralyze B C 1.10 1.00					
Lifeforce G U 3.10 3.00 2.60 Lifelace G R 8.00 7.50 A 7.30 Lifetap U U 3.00 7.50 A 7.30 Lifetap U U 3.00 3.00 2.60 Living Ham R C 10.00 8.00 4.10 Living Lands G R 11.00 8.30 A 6.40 Living Lands G C 1.00 5.90 1.40 Lord of Allantis U R 2.00 5.90 1.40 Lord of Allantis U R 2.00 1.90 3.00 2.60 Mapical Hack U R 13.00 3.50 2.60 4.80 <td></td> <td></td> <td></td> <td></td> <td></td>					
Lifeforce G U 3.10 3.00 260 Lifelace G R 8.00 7.50 A Lifelace G R 8.00 7.50 A Lifelace G R 8.00 7.50 A Living Lands G R 11.00 8.30 3.00 3.00 Living Lands G C 1.00 5.90 1.40 Lord of Allantis U R 2.00 1.25 9.10 Lord of Allantis U R 2.00 1.52 9.10 Lord of Allantis U R 2.00 3.00 3.00 2.60 Magical Hack U R 13.00 3.00 2.60 Mana Flare R R 2.20 3.00 2.00 Mana Raharba R R 2.20 3.00 2.00 Mana Short U R 2.50 2.50 2.50 Mana					
Lifelace GR R. 8.00 7.50 A 7.30 Lifetap US 3.00 2.50 2.50 Lifetapining Bolt R C 1.00 3.00 2.50 Living Lands GR R 1.75 10.00 8.50 Living Lands GR R 1.75 10.00 8.50 Living Wall A U 3.30 3.00 3.00 Lanowar Elves GC C 1.00 5.90 1.40 Lure G U 3.00 3.00 2.60 Mara Call Hack UR R 2.25 15.25 1475 Mana Fatre R R 2.200 15.00 25.00 25.00 Mana Short R R 2.200 15.00 3.00 24.00 Mana Short R R 2.55 3.03 8.0 Mana Short M R 2.55 3.00 8.0 Mana Short M R <td< td=""><td></td><td></td><td></td><td></td><td></td></td<>					
Lifetap U U J. 3.00 3.00 2 60 Lightning Bolt R C 1.00 A 2.60 Living Artifact G R 1.00 A 8.50 Living Wall A U 3.30 3.00 3.00 Living Wall A U 3.30 3.00 3.00 Lanowar Elves G C 10.00 5.90 1.40 Marcol of the Pt B R 2.00 12.25 1.475 Lure G U 3.00 3.00 2.00 Mapical Hack U R 3.125 22.50 19.25 Mana Fatre R R 2.200 15.00 12.00 Mana Fatre R R 2.50 19.25 Mara Fatre R R 2.50 15.00 12.00 Mara Saboth R R 2.50 25.00 25.00 Merolk of the Pearl Trident Mc		G			7.30
Lightning Bolt R C 10.00 8.00 v 4.10 Living Artifact G R 12.75 10.00 Å 4.50 Living Wall A U 3.30 3.00 8.50 Living Wall A U 3.30 3.00 3.00 Lanowar Ewes C C 10.00 5.90 1.40 Lord of the Pit B R 26.25 15.25 14.75 Lure G U 3.00 3.00 260 Maplical Hack W R 13.00 850.6 620 Mahamator Dijin W R 13.25 225.04 19.25 Mana Bare R R 22.00 15.00 120.0 Mana Bare R R 22.00 15.00 120.0 Mana Bare R R 25.50 25.00 25.00 Manabarabs R R 25.50 25.00 25.00 Mersa Pegasus M R 25.50 25.00 25.00 Mors Saphire R R 2.00				3.00	2.60
Living Aritact G R 12.75 10.00 8.50 Living Lands G R 11.00 8.50 8.40 Living Wall A U 3.30 3.00 3.00 Landowar Elves G C 0.00 5.90 1.40 Lord of the Pit B R 26.25 15.25 14.75 Lure G U 3.00 3.00 2.60 Malandard U R 13.00 3.00 2.60 Mana Bare R R R 22.00 19.25 Mana Short U R 22.00 25.00 25.00 Merskotone M R R 13.00 1.00 1.00 Merskotone M R R 13.00 1.00 1.00 1.00 Merskotone M R R 13.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 <td< td=""><td></td><td></td><td></td><td>8.00</td><td></td></td<>				8.00	
Living Wall A U 3.30 3.00 3.00 1.4	Living Artifact				
Living Wall A					
Llan0war Elwes				3.00	
Lord of Atlantis Lord of the Pit Lord of Washington Maphamot Dijni Ma R 31.25 22.50.0 19.25.0 Mana Short Mana S					
Lord of the Pit Lord of the Pit Lord of the Pit Lord of the Pit R 20.00 3.00 2.60 Mahamoti Djinn U R 31.25 22.50 19.25 Mahamoti Djinn U R 20.75 9.30 8.40 Mana Short U R 20.10 1.00 1.00 1.00 Messa Pegasus W C 1.00 1.00 1.00 Messa Pegasus W C 1.00 1.00 1.00 Mors Scibilin Raiders W C 1.00 1.00 1.00 1.00 Mors Scibilin Raiders W R 22.45 22.42					
Lure G U 3.00 3.00 2.60 Magical Hack U R 13.00 8.50 & 6.20 Mana Bare R R 22.00 15.00 12.00 Mana Flare R R R 22.00 15.00 12.00 Mana Short U R 25.50 25.00 25.00 Mana Vault A R 25.50 25.00 25.00 Manabarbs A R 25.50 25.00 25.00 Marbards A R 25.00 25.00 25.00 Merfolk of the Pearl Trident W C 1.00 1.00 1.00 Moresa Peassus W C 1.00 1.00 1.00 Moresa Pea					
Magical Hack U R 13.00 8.50.4 6.20 Mahamoti Djinn U R 31.25 22.50.4 19.25 Mahama Flare R R 2.00 15.00.4 12.00 Mana Short W R 25.00 25.00 25.00 Mana Short W R 25.00 25.00 25.00 Mana Short W R 25.00 25.00 25.00 Mericolk of the Pearl Trident U C 1.10 1.00 1.00 Mericolk of the Pearl Trident W C 1.00 1.00 1.00 Mind Twist B R 25.00 21.50 1.50 Mors Bergasus W C 1.00 1.00 1.00 Mors Soblin Raiders R C 1.00 1.00 1.00 Mors Saghrier A R 280.00 22.15.0 1.50 Mox Parl A R 280.00 22.00.00 219.00 Mox Sapphire A R 30.00 20.50.00 219.00 Mox Sapphire A					14./5
Mafnernoti Dijnin U R 3125 22.50 u 19.25 Mana Fare R R 20.00 15.00 u 19.20 Mana Short U R 20.75 3.30 u 8.40 Mana Vault A R 25.50 25.00 25.00 Merolk of the Pearl Trident B R 13.75 9.00 u 7.80 Merolk of the Pearl Trident W C 1.00 1.00 1.00 Mind Twist B R 25.00 21.50 17.50 Mons Sobilin Raiders R C 1.00 1.00 1.00 Mox Ist A R 280.00 21.50 17.50 Mox Jet A R 280.00 22.50 200.00 Mox Futh A R 280.00 223.50 200.00 Mox Parl A R 280.00 223.50 200.00 Mox Pathy A R 280.00 229.00 22.00 Mox Eaphire A R 350.00 220.00 22.00 Mox Eaphiri A R 275.0					
Mahamoti Dijin U R 3125 22.50 19.25 Mana Flare R R 20.00 15.00 12.00 Mana Short U R 20.75 9.30 8.40 Mana Vault A R 25.50 25.00 26.00 27.50 26.00 27.00 26.00 27.00 27.00 27.00 25.00 22.00 26.00 22.00 26.00 22.00 26.00 22.00 26.00 22.00 26.00 27.00 27.00 27.00 27.00 27.00 <t< td=""><td>Magical Hack</td><td></td><td></td><td></td><td></td></t<>	Magical Hack				
Mana Flare R R R 22.00 15.00 12.00 Mana Short U R 22.05 59.30 8.40 Mana Vault A R 25.50 25.00 25.00 Manabarbs R R 13.75 9.00 7.80 Merfolk of the Pearl Trident Mesa Pegasus W C 1.00 1.00 Mers Regasus W C 1.00 1.00 1.00 Mors Sobilin Raiders R C 1.00 1.00 1.00 Mox Jet A R825.00 21.50 17.50 Mox Jet A R800.00 223.00 214.25 Mox Sapphire A R800.00 223.00 214.25 Mox Sapphire A R800.00 223.00 214.25 Mox Sapphire A R800.00 220.00 224.25 Netting Imp B U 3.00 3.00 2.60 Netting Imp B U		U	R 31.25		19.25
Mans Short UR R 20.75 9.30 a 8.40 Mana Vault AR R 25.50 25.00 25.00 Mana Vault AR R 25.50 25.00 25.00 Merskotone AR R 20.00 15.50 14.25 Merskotone AR R 20.00 15.50 14.25 Merskotone BR 28.00 21.50 17.50 Mons Subdilin Raiders BR 25.00 21.50 17.50 Mons Subdilin Raiders R C 1.00 1.00 1.00 Mox Flad AR 820.00 23.00 219.00 Mox Jet AR 820.00 220.00 200.00 Mox Parl AR R220.00 224.00 219.00 Mox Sapphire AR R270.00 224.00 219.00 Mox Sapphire AR R30.00 250.00 2219.00 Nether Stadow BR R 36.50 30.00 250.00 Nether Stadow BR R 36.00				15.00 ▲	12.00
Mana Vault Mana Vault Meekstone A R 25.50 25.00 25.00 25.00 Manabarbs Z 5.00 21.50 Manabarbs Z 5.00 Manabarbs					
Meekstone Merfolk of the Pearl Trident More Tegrasus AR P. 200.0 15,50 100 1,00 1,00 1,00 1,00 1,00 1,0	Mana Vault		R 25.50		
Meekstone Merfolk of the Pearl Trident More Tegrasus AR P. 200.0 15,50 100 1,00 1,00 1,00 1,00 1,00 1,0			R 13.75		7.80
Merfolk of the Pearl Trident U C 1.10 1.00 1.00 Mesa Pegasus W C 1.00 1.00 1.00 Mind Twist B R 25.00 21.50 17.50 Mors Sobilin Raiders B R 25.00 21.50 17.50 Mox Movard A Re8425 224.25 214.25 Mox Jearl A R800.00 229.00 219.00 Mox Sapphire A R830.00 225.00 225.00 Nother Shadow A R 75.00 255.00 255.00 Netting Imp B R R.05 250.00 250.00 Netting Imp B R R.05 30.00 26.00 Northern Paladin B R 3.00 3.00 25.00 Northern Paladin W R B 3.00 3.00 2.00 Obsianus Golem A U 3.00 3.00 2.60 Orash Oriflamme			B 20.00		14.25
Mesa Pegasus W C 1.00 1.00 1.00 1.00 1.00 Mind Twist B R 25.00 21.50 17.50				1.00	1.00
Mind Twist			0 1.10	1.00	
Mons's Goblin Raiders					
Mountain (3 versions)					
Mox Emeraid A R2842 55 224.25 214.25 Mox Jet A R800.00 23.000 219.00 Mox Pearl A R300.00 223.50 200.00 Mox Ruby A R270.00 243.00 214.25 Mox Sapphire A R300.00 30.00 219.00 Natural Selection B R 300.00 30.00 25.00 Nether Shadow B R 16.25 12.00 12.00 Netrigral's Disk A R 75.00 355.00 85.00 Netrigral's Disk A R 75.00 355.00 85.00 Nothern Northern Paladin W R 15.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 2.					
Mox Emerald Mox Jet A R 2842-5 224.25 214.25 214.25 Mox Jet A R 300.00 23.30 20.00.0 Mox Pearl A R 300.00 223.50 200.00 Mox Saphire Mox Saphire A R 350.00 250.00 219.00 Natural Selection G R 300.00 250.00 250.00 Nether Shadow B B B B B B B C 1.00 8 R 16.25 12.00 12.00 Nethightmare Mightmare B B B B B B B B B C 1.10 3.30 3.00 2.60 Northern Paladin Obsianus Golem Orisish Oriflamme A R 13.00 3.00 2.70 Orisish Artillery Orisish Oriflamme R B B C 1.10 1.00 1.00 Paralyze B B C 1.10 B C 1.10 1.00 1.00 Paralyze B B C 1.10 B C 1.50 1.40 1.00 Paralyze B B C 1.10 B C 1.10 1.00 1.00 Paraly					
Mox Jet A R 8300.00 230.00 230.00 219.00 Mox Paurl A R300.00 223.50 200.00 Mox Paurl 219.00 Mox Paurl 24.25 Mox Sapphire A R300.00 223.50 200.00 219.00 Mox Paurl 219.00 Mox Paurl 22.25 Mox Sapphire A R300.00 223.50 200.00 219.00 Mox Paurl 219.00 Mox Paurl 22.25 Mox Paurl 22.20 Mox Pau	Mox Emerald				
Mox Pearl A R300.00 223.50 200.00 Mox Ruby A R300.00 2243.00 214.25 Mox Sapphire A R350.00 230.00 219.00 Matural Selection G R 300.00 30.00 250.00 Nether Shadow B R 350.00 30.00 22.00 Netingrral's Disk A R 75.00 58.50.4 50.00 Neightranal B R 33.00 31.25 24.00 Nightmare B R 35.00 31.25 24.00 Northern Paladin W R 15.00 30.00 2.70 Obsianus Golem A U 3.00 3.00 2.60 Orcish Oriflarme R U 3.00 3.00 2.60 Peralyze B C 1.10 1.00 1.00 Pearled Unicorn W R 12.50 1.00 1.00 Pearlage Incarnation W R 12.50 1.00 1.00 Pestilience B C 1.50	Mox Jet	A	R300.00	230 00 4	210.00
Mox Ruby A R270.00 243.00 214.25 Mox Sapphire A R270.00 243.00 214.25 Mox Sapphire A R350.00 250.00 219.00 Nether Stadow B R 16.25 12.00 12.00 Netting Imp B U 3.00 2.60 Nevinyral's Disk A R 75.00 58.50 550.00 Nightmare B R 35.00 31.25 24.00 Northem Paladin W R 15.00 10.00 10.00 Orcish Oriflamme R U 3.00 2.60 Paralyze B C 1.10 1.00 Parario Unicorn W C 1.00 1.00 Parario Unicorn W C 1.00 1.00 Peraried Unicorn W C 1.00 1.00 Peraried Unicorn W C 1.00 1.00 Peraried Unicorn W C 1.00 1.00 <td></td> <td></td> <td></td> <td>200.00</td> <td></td>				200.00	
Mox Sapphire A R\$50.00 250.000 219.00 Natural Selection G R 30.00 30.00 25.00 Nether Stadow B R 16.25 12.00 12.00 Netting Imp B U 3.30 3.00 2.50 Neintrals Disk A R 75.00 58.50 50.00 Nightmare B R 35.00 31.25 24.00 Northern Paladin W R 15.00 10.00 10.00 Orisish Artillery R U 3.00 3.00 2.70 Orrisish Oriflamme R U 3.00 3.00 2.60 Paralyze R U 3.00 3.00 2.60 Paralyze R U 3.00 3.00 2.60 Paralyze R U 3.00 3.00 2.00 Paralyze R U 3.00 2.20 2.60 Paralyze B C 1.50 1.40 1.00 Paralyze B C 1.50 1.00 1.00 <td>Mox Pearl</td> <td></td> <td></td> <td>223.50</td> <td></td>	Mox Pearl			223.50	
Natural Selection G R 30.00 30.00 25.00		A	R300.00	223.50	200.00
Nether Shadow	Mox Ruby	A	R300.00 R270.00	223.50 243.00 V	200.00 214.25
Netting Imp Reviror Imp Reviror Imp Reviror Imp Reviror Imp Reviror Imp	Mox Ruby Mox Sapphire	AAA	R300.00 R270.00 R350.00	223.50 243.00 ¥ 250.00 Å	200.00 214.25 219.00
Nein/yral's Disk A R 75.00 58.50 58.00 Nein/yral's Disk Nightmare B R 35.00 31.25 24.00 Northern Paladin W R 15.00 10.00 10.00 Crish Arillery R U 3.00 3.00 2.70 Crish Oriflamme R U 3.00 3.00 2.90 Crish Oriflamme R U 5.00 1.00 1.00 1.00 1.00 Crish Oriflamme R U 1.00 1	Mox Ruby Mox Sapphire Natural Selection	A A G	R300.00 R270.00 R350.00 R 30.00	223.50 243.00 ¥ 250.00 Å 30.00	200.00 214.25 219.00 25.00
Nightmare St. R. S.0.0 31.25 24.00 Northern Paladin W R 15.00 10.00 10.00 Dissianus Golem A U 3.00 3.00 2.70 Orisish Artillery R U 3.00 3.00 2.60 Orisish Artillery R U 3.00 3.00 2.60 Paralyze B C 1.10 1.00 1.00 Pearled Unicorn W C 1.00 1.00 1.00 Pestine Unicorn W R 12.50 1.00 1.00 Pestine U U 3.00 2.20 2.60 Phantasmal Forces U U 3.00 2.20 2.60 Phantasmal Forces U U 3.00 2.20 2.60 Phantasmal Terrain U C 1.00 1.00 1.00 Phantom Monster U U 3.00 2.20 2.60 Phantasmal Terrain U R 10.00 1.00 Plague Rats B C 1.10 1.00 1.00 Plague Rats B C 1.10 1.00 1.00 Plague Rats U C 1.10 1.00 1.00 Power Surge R R 10.00 10.00 8.00 Power Surge R R 10.00 1.00 1.00 Power Surge R R 10.00 1.00 1.00 Power Surge R R 10.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Regineration R R 4.75 37.50 2.62 Regineration G C 1.00 1.00 1.00 Regineration G C 1.00 1.00 1.00 Regineration G C 1.00 1.00 1.00 Regrowth G U 12.00 10.50 9.50 Regineration G U 13.00 14.75 12.00 Righteousness W R 12.00 14.75 12.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow	A A G B	R300.00 R270.00 R350.00 R 30.00 R 16.25	223.50 243.00 ¥ 250.00 Å 30.00 12.00	200.00 214.25 219.00 25.00 12.00
Northern Paladin W R 15.00 10.00 10.00 Obsianus Golem A U 3.00 3.00 2.70 Orcish Arillery R U 3.00 3.00 2.60 Orcish Oriflamme R U 3.00 3.00 2.60 Paralyze B C 1.10 1.00 1.00 Paralyze B C 1.10 1.00 1.00 Perarel Unicorm W C 1.00 1.00 1.00 Personal Incarnation W R 12.50 1.00 1.00 Phantasmal Forces U U 3.00 2.90 2.60 Phantasmal Frarin U C 1.00 1.00 1.00 Phantasmal Forces U U 3.00 2.90 2.60 Pirate Ship U R 10.00 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Power Surge R R 10.00 10.00 8.00 Power Surge R R 10.00 10.00<	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp	A A G B	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30	223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60
Obsianus Golem A U 3.00 3.00 2.70 Orcish Arillery R U 3.00 3.00 2.60 Orcish Oriflamme R U 3.00 3.00 2.90 Paralyze B C 1.10 1.00 1.00 Pearied Unicorn W C 1.50 1.40 1.00 Pessilence B C 1.50 1.40 1.00 Phantasmal Forces U U 3.00 2.90 2.60 Phantasmal Farrain U C 1.00 1.00 1.00 Phatom Monster U U 3.00 2.90 2.60 Pirate Ship U R 10.00 10.00 1.00 Plague Rats B C 1.10 1.00 1.00 Plague Rats B C 1.10 1.00 1.00 Plateau L R 92.25 67.00* 60.00 Power Lak U C 1.10 1.00 1.00 Power Surge R R 10.00 10.00 1.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk	A A G B B A	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00	223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00 58.50 Å	200.00 214.25 219.00 25.00 12.00 2.60 50.00
Orcish Artillety R U 3.00 3.00 2.60 Paralyze B C 1.10 1.00 1.00 Pearled Unicorn W C 1.00 1.00 1.00 Personal Incarnation W C 1.50 1.40 1.00 Pestilence B C 1.50 1.40 1.00 Phantasmal Forces U U 3.00 2.90 2.60 Phantasmal Terrain U C 1.00 1.00 1.00 Phantom Monster U U 3.00 2.90 2.60 Pitate Silip U R 10.00 1.00 1.00 Plague Rats B C 1.10 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Power Leak U C 1.10 1.00 1.00 Power Surge R R 10.00 1.00 1.00 Prodigal Sorcerer U C 2.30 1.90 1.30 Psychic Venom U C 1.00 1.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare	A A G B B A B	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00	223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00 58.50 Å 31.25	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00
Orrish Oriflamme R U 3.00 3.00 2.90 Paralyze B C 1.10 1.00 1.00 Pearald Unicorn W C 1.00 1.00 1.00 Personal Incarnation W R 12.50 10.00 1.00 Pestilence B C 1.50 1.40 1.00 Phantasmal Forces U U 3.00 2.90 2.60 Phantam Monster U U 3.00 2.90 2.60 Pirate Ship U R 10.00 10.00 1.00 Plagus Rats B C 1.10 1.00 1.00 Plagus Rats B C 1.10 1.00 1.00 Plagian (3 versions) L C 1.10 1.00 1.00 Plateau L R 9.25 67.00* 60.00 Power Sink W C 1.90 1.40 1.00 Power Surge R R 10.00 10.00 8.00 Psychic Venom U C 1.90 1.00 <th< td=""><td>Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinytral's Disk Nightmare Northern Paladin</td><td>A A G B B A B W</td><td>R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 R 15.00</td><td>223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00 58.50 Å 31.25 10.00</td><td>200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00</td></th<>	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinytral's Disk Nightmare Northern Paladin	A A G B B A B W	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 R 15.00	223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00 58.50 Å 31.25 10.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00
Paralyze B C 1.10 1.00 1.01 Pearled Unicorn W C 1.00 1.00 1.00 Personal Incarnation W R 12.50 10.00 10.00 Pestience B C 1.50 1.40 1.00 Phantasmal Terrain U U 3.00 2.90 2.60 Phartom Monster U U 0.00 1.00 1.00 Plage Rats B C 1.10 1.00 1.00 Plage Rats B C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Power Leak U C 1.10 1.00 1.00 Power Surge R R R 1.00 1.00 1.00 Prodigal Sor	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem	A A G B B A B W A	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 R 15.00 U 3.00	223.50 243.00 ¥ 250.00 Å 30.00 12.00 3.00 58.50 Å 31.25 10.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70
Paralyze B C 1.10 1.00 1.01 Pearled Unicorn W C 1.00 1.00 1.00 Personal Incarnation W R 12.50 10.00 10.00 Pestience B C 1.50 1.40 1.00 Phantasmal Terrain U U 3.00 2.90 2.60 Phartom Monster U U 0.00 1.00 1.00 Plage Rats B C 1.10 1.00 1.00 Plage Rats B C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Plage Rats L C 1.10 1.00 1.00 Power Leak U C 1.10 1.00 1.00 Power Surge R R R 1.00 1.00 1.00 Prodigal Sor	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery	A A G B B A B W A R	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60
Pearled Unicorn W C 1.00 1.00 1.00 1.00 Personal Incarnation W R 12.50 10.00 10.00 10.00 Pessilience B C 1.50 10.00 10.00 10.00 B C 1.50 10.00 2.90 2.60 L 1.00 10.00 10.00 10.00 10.00 10.00 Phantasmal Forrain U C 1.00 10.00 10.00 2.00 2.60 Pirate Ship U R 10.00 10	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery	A A G B B A B W A R R	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90
Personal Incarnation W R 12.50 10.00 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Ortillamme	A A G B B A B W A R R	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90
Pestilence	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze	A A A G B B A B W A R R B	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00 C 1.10	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 1.00 1.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90
Phantasmal Forces	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn	A A A G B B A B W A R R B W	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 1.00 1.00	200.00 214.25 219.00 25.00 12.00 26.00 50.00 24.00 10.00 2.70 2.60 2.90 1.00
Phantasmal Terrain U C 1.00 1.00 1.00 Phantom Monster U U 3.00 2.90 2.60 Pirate Ship U R 10.00 10.00 8.00 Plage Rats B C 1.10 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Plateau L R 92.25 67.00▼ 60.00 1.00 Power Leak U C 1.10 1.00 1.00 1.00 Power Surge R R 10.00 1.00 1.00 1.00 Profligal Sorcerer U C 2.30 1.90 3.00 Psychic Venom U C 1.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Raise Dead R R 1.10 1.00 1.00 Raise Dead R C 1.10 1.00 1.00 Red Ward R C 1.10 1.00 1.00 Regeneration G	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Ortiflamme Paralyze Pearled Unicorn Personal Incarnation	A A A G B B A B W A R R B W W	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 3.00 1.00 1.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00
Phantom Monster U U 3.00 2.90 2.60 Pirate Ship U R 10.00 10.00 8.00 2.00 Plague Rats B C 1.10 1.00 1.00 Plateau L C 1.10 1.00 1.00 Power Leak U C 1.10 1.00 1.00 Power Sink U C 1.90 1.40 1.00 Power Sink U C 1.90 1.00 1.00 Power Sink U C 1.20 1.00 1.00 Power Surge U C 2.30 1.90 1.30 Psychic Venom U C 1.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Purelace R R 4 3.75 37.50 26.25 Raise Dead B C 1.10 1.00 1.00 Red Elemental Blast <td>Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Peanled Unicorn Personal Incarnation Pestilence</td> <td>A A A G B B A B W A R R B W W B</td> <td>R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50 C 1.50</td> <td>223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 3.00 1.00 1.00 1.00</td> <td>200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00</td>	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Peanled Unicorn Personal Incarnation Pestilence	A A A G B B A B W A R R B W W B	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50 C 1.50	223.50 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 3.00 1.00 1.00 1.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00
Pirate Ship U R 10.00 10.00 8.00 Plague Rats B C 1.10 1.00 1.00 Plains (3 versions) L C 1.10 1.00 1.00 Plateau L C 1.10 1.00 1.00 Power Sink U C 1.10 1.00 1.00 Power Surge R R 10.00 10.00 8.00 Psoince Blast U C 2.30 1.90 1.30 Psychic Venom U C 1.00 1.00 1.00 Purelace R R 49.75 37.50 v 26.25 Ragise Dead B C 1.10 1.00 1.00 Red Ward W U 2.20 2.00 2.00 Regeneration G C 1.20 1.00 1.00 Regrowth G U 1.20 1.50 3.00 2.60 Resurrection W R 1.50 14.75 12.00 Repurses Damage W R 12.00 11.75 v <t< td=""><td>Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces</td><td>A A A G B B A B W A R R B W W B U</td><td>R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50 U 3.00</td><td>223.50 243.00 V 250.00 A 30.00 12.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00</td><td>200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60</td></t<>	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces	A A A G B B A B W A R R B W W B U	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 R 35.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50 U 3.00	223.50 243.00 V 250.00 A 30.00 12.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60
Plague Rats	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain	A A A G B B A B W A R R B W W B U U	R300.00 R270.00 R350.00 R 350.00 R 16.25 U 3.30 R 75.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 R 12.50 C 1.50 C 1.00 C 1.00	223.50 243.00 V 250.00 M 30.00 12.00 3.00 58.50 M 31.25 10.00 3.00 3.00 3.00 3.00 1	200.00 214.25 219.00 25.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00 1.00 2.60
Plains (3 versions) L C 1.10 1.00 1.00 Plaiteau L C 1.10 1.00 1.00 Power Leak U C 1.10 1.00 1.00 Power Sink U C 1.90 1.40 1.00 Power Surge R H 1.00 1.00 1.00 Psionic Blast U C 2.30 1.90 1.30 Psychic Venom U C 1.00 1.00 3.00 Psychic Venom W R 9.90 7.50 v 6.00 Raping River R R 48.75 37.50 v 26.25 Raise Dead B C 1.10 1.00 1.00 Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Regorrection	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster	A A A G B B A B W A R R B W W B U U U	R300.00 R270.00 R350.00 R 350.00 R 16.25 U 3.30 R 75.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 R 12.50 C 1.50 U 3.00 U	223.50 243.00 V 250.00 M 30.00 12.00 3.00 58.50 M 31.25 10.00 3.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 2.90 1.00 2.90	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 2.70 2.60 2.90 1.00 1.00 1.00 1.00 2.60
Palateau	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Ordiflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces	A A A G B B B A B W A R R B W W B U U U U	R300.00 R270.00 R350.00 R 350.00 R 16.25 U 3.30 R 75.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 C 1.50 U 3.00 C 1.50 U 3.00 R 12.50 C 1.50	223.50 243.00 V 250.00 30.00 12.00 3.00 58.50 31.25 10.00 3.00 3.00 1	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60 2.60 8.00
Power Leak	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats	A A A G B B B A B W A R R B W W B U U U U B	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 U 3.00 U 3.00 C 1.10 C 1.00 C 1	223.50 243.00 ▼ 250.00 a 30.00 12.00 3.00 58.50 a 31.25 10.00 3.00 3.00 3.00 1.00	200.00 214.25 219.00 12.00 26.00 50.00 10.00 2.70 2.60 1.00 1.00 1.00 1.00 2.60 1.00 2.60 1.00
Power Sink Power Surge U R C 1.90 R 1.00 1.40 1.00 1.00 8.00 Prodigal Soncerer Prodigal Soncerer U Psychic Venom U Purelace U 2.35 U 31.50 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 30,00 40,00 30,00 40,00 40,00 40,00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions)	A A A G B B A B W A R R B W W B U U U U B L	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 15.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.50 U 3.00 U 3.00 C 1.50 C 1.50 C 1.50 U 3.00 C 1.50	223.50 243.00 V 250.00 A 30.00 12.00 3.00 3.00 3.00 3.00 3.00 1.00 1.00 1.00 1.00 2.90 1.00 2.90 1.00 1.00 1.00	200.00 214.25 219.00 25.00 12.00 26.00 24.00 10.00 2.70 2.60 2.90 1.00 10.00 1.00 2.60 8.00 1.00
Power Sink	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats Plauns (3 versions) Plateau	A A A G B B A B W A R R B W W B U U U U B L L	R300.00 R270.00 R 350.00 R 30.00 R 16.25 U 3.30 R 15.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.50 U 3.00 C 1.50 U 3.00 U	223.50 243.00 V 243.00 V 30.00 30.00 12.00 3.00 12.00 3.00 3.00 3.00 1.00 1.00 1.00 1.00 1	200.00 214.25 219.00 25.00 12.00 26.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60
Power Surge	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Platins (3 versions) Plateau Power Leak	A A A G B B A B W A R R B W W B U U U U B L L U	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.300 R 35.00 U 3.00 U 3.00 C 1.00 C 1.00 C 1.50 U 3.00 C 1.50 C 1.50 U 3.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00	223.50 243.00 V 243.00 V 30.00 30.00 12.00 3.00 12.00 3.00 3.00 1.00 1.00 1.00 1.00 1.00 1	200.00 214.25 219.00 25.00 12.00 26.00 24.00 10.00 2.70 2.60 2.90 1.00 10.00 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60
Prodigal Sorcerer U C 2.30 1.90 1.30 Psychic Venom U C 1.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Psychic Venom U C 1.00 1.00 1.00 Purelace W R 9.90 7.50 1 6.00 Raging River R R 43.75 37.50 7 26.25 Raise Dead B C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Red Ward W U 2.90 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Regurrection W U 3.30 3.00 2.60 Resurrection W W 1 3.00 14.75 12.00 Righteousness W R 15.00 14.75 12.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Netinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Leak Power Sink	A A A G B B A B W A R R B W W B U U U U B L L U U	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 R 75.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 C 1.50 U 3.00 C 1.50 C 1	223.50	200.00 214.25 219.00 25.00 12.00 26.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60 8.00 1.00 60.00 1.00
Psionic Blast U U 31,50 30,00 30,00 Psionic Blast U C 1.00 1.00 1.00 1.00 Purelace W R 9.90 7.50 6.00 Raging River R R 43,75 37,50 7 26.25 Raise Dead B C 1.10 1.00 1.00 Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regneration G C 1.00 1.00 1.00 Regrowth G U 12.00 1.50 9.50 Resurrection W U 3.30 3.00 2.60 Reverse Damage W R 15.00 14,75 12.00 Righteousness W R 12.00 11,75 ▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golern Orcish Arillery Orcish Oriflamme Paralyze Peanled Unicorn Personal Incarnation Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Leak Power Sink Power Surge	A A A G B B A B W A R R B W W B U U U U B L L U U R	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.30 U 3.30 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 R 10.00 C 1.00 R 10.00 C 1.10 R 10.00 C 1.10 R 10.00 R 10.00 R 10.00	223.50 243.00 V 243.00 V 250.00 A 30.00 12.00 3.00 58.50 A 31.25 10.00 3.00 3.00 1.00 1.00 1.00 1.00 1.0	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 2.90 1.00 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 1.00 2.60 1.00 1.00 1.00 2.60 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Psychic Venom U C 1.00 1.00 1.00 Purelace W R 9.90 7.50 k 6.00 Raging River R R 4.9.75 37.50 v 26.25 Raise Dead B C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regureration G C 1.00 1.00 1.00 Regurrection W 1.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 v 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golern Orcish Arillery Orcish Oriflamme Paralyze Peanled Unicorn Personal Incarnation Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Leak Power Sink Power Surge	A A A G B B A B W A R R B W W B U U U U B L L U U R U	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 C 1.50 U 3.00 U 3.00 C 1.50 C 1.	223.50	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 10.00 2.70 2.60 1.00 1.00 1.00 2.60 8.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0
Purelace W R 9.90 7.50 ¼ 6.00 Raging River R R 43.75 37.50 ¥ 26.25 Ralse Dead B C 1.10 1.00 1.00 Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Resurrection W U 3.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 ▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Ferrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Leak Power Sink Power Surge Prodolgal Sorcerer	A A A G B B A B W A R R B W W B U U U U B L L U U R U	R300.00 R270.00 R350.00 R 30.00 R 16.25 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.10 C 1.00 C 1.50 U 3.00 U 3.00 C 1.50 C 1.	223.50	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.70 1.00 2.60 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Raging River R R 49.75 37.50 v 26.25 Raiss Dead B C 1.10 1.00 1.00 Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Reprowth G U 12.00 10.50 9.50 Resurrection W X 3.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 v 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Ordifamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Forces Phantasmal Selection Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Leak Power Surge Prodigal Sorcerer Psoinic Blast	A A A G B B A B W A R R B W W B U U U U B L L U U R U U	R300.00 R270.00 R370.00 R 30.00 R 30.00 R 10.00 C 1.00	223.50	200.00 214.25 219.00 25.00 12.00 2.60 50.00 24.00 2.70 2.60 2.90 1.00 1.00 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.60 1.00 2.70 1.00 2.60 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Raise Dead B C 1.10 1.00 1.00 Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Regurrection W U 3.30 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Paralyze Paralyze Paralyae Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U	R300.00 R 30.00 R 30.0	223.50	200.00 214.25 219.00 25.00 12.00 25.00 12.00 24.00 12.00 24.00 10.00 2.70 2.60 2.70 1.00 10.00 1.00 1.00 1.00 1.00 1.00
Red Elemental Blast R C 1.10 1.00 1.00 Red Ward W U 2.90 2.00 2.00 Regeneration G C 1.00 1.00 1.00 Resurrection W U 3.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W	R30.00 R 30.00	223.50	200.00 214.25 219.00 25.00 12.60 25.00 12.60 2.60 2.70 10.00 1.00 1.00 1.00 1.00 1.00 1.00
Red Ward W U 2.90 2.00 2.00 Regneration G C 1.00 1.00 1.00 Regrowth G U 12.00 10.50 9.50 Resurrection W U 3.30 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golern Orcish Arillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Perstilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Sink Power Surge Prodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R	R300.00 R 30.00 R 30.0	223.50	200.00 200.00 25.00 25.00 25.00 26.00 26.00 27.00 26.00 27.0
Regeneration G C 1.00 1.00 1.00 Regrowth G U 1.20 10.50 9.50 Resurrection W U 3.30 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Arillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B	R30.000 R 30.000 R 30	223.50 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 10.00	200.00 200.00 25.00 25.00 2.60 25.00 10.00 2.70 10.00 2.60 1.00 1.00 2.60 1.00 1.00 1.00 2.60 1.00 60.00 1.00 60.0
Regrowth G U 12.00 10.50 9.50 Resurrection W U 3.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 ▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Ordiflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Ferrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Surge Power Sink Power Surge Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Rettling Natural Red Red Elemental Blast Red Elemental Blast	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R	R300.00 R 30.00 R 30.0	223.50 30.00 3.000 3.000 3.000 3.000 3.000 3.000 3.000 3.000 3.000 3.000 3.000 3.000 4.000 4.000 67.000	200.00 200.00 25.00 25.00 26.00 24.00 10.00 26.00 1.00 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.90 1.00 1.00 2.60 2.00 1.00 1.00 2.00 1.00 1.00 1.00 1.0
Resurrection W U 3.30 3.00 2.60 Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75 ▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Elemental Blast Red Elemental Blast	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W	R300.00 R 30.00 R 30.0	223.50 243.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 10.0	200.00 200.00 25.0
Reverse Damage W R 15.00 14.75 12.00 Righteousness W R 12.00 11.75▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Forces Phantasmal Ferrain Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Sink Power Surge Prodigal Sorcerer Psionic Blast Power Surge Prychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W G	R300.00 R 30.00 R 30.0	223.50 243.00 250.00 30.00 30.00 30.00 3.00 3.00 3.00 3	200.00 200.00 25.00 25.00 26.00 24.00 10.00 10.00 1.00 2.60 2.90 1.00 1.00 2.60 2.00 1.00 2.60 2.00 2.00 2.00 2.00 2.00 2.00 2
Righteousness W R 12.00 11.75▼ 10.00	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golern Orcish Arillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Plantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plateau Power Sinis Power Surge Prodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regenowth	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W G G	R300.00 R 30.00 R 30.0	223.50 243.00 243.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 3.00 3.00 3.00 3.00 1.00 1	200.00 200.00 25.00 25.00 25.00 26.00 27.00 2.60 2.90 2.60 2.90 2.60 2.90 2.60 2.00 2.00 2.00 2.00 2.00 2.00 2.0
	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Platgue Rats Plains (3 versions) Plateau Power Sink Power Sing Rodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W G G W	R300.00 R 30.00 R 30.0	223.50 243.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	200.00 200.00 25.0
	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Platgue Rats Plains (3 versions) Plateau Power Sink Power Sing Rodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W G G W W	R300.00 R 30.00 R 30.0	223.50 243.00 250.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 3.00 3.00 3.00 3.00 1.00 1	200.00 200.00 25.00 25.00 26.00 2.00 2.00 2.00 2.00 2.00 2.00
	Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal For	A A A G B B A B W A R R B W W B U U U U B L L U U R U U U W R B R W G G W W	R300.00 R 30.00 R 30.0	223.50 243.00 250.00 30.00 30.00 30.00 30.00 30.00 30.00 30.00 3.00 3.00 3.00 3.00 1.00 1	200.00 200.00 25.00 25.00 26.00 2.00 2.00 2.00 2.00 2.00 2.00

5				
D (1/1 D) 1		D 40.75	44.05	40.05
Roc of Kher Ridges	R	R 18.75	11.25 12.25	10.25
Rock Hydra	R	R 20.00	12.25	10.50
Rod of Ruin	A	U 3.30	3.00	2.70
Royal Assassin	В	R 42.50	29.00 ▲	20.75
Sacrifice	В	U 3.00	3.00	2.60
Samite Healer	W	C 1.10	1.00	1.00
Savannah	L	R 85.00	65.25▲	60.00
Savannah Lions	W	R 26.25	24.50	20.00
	В			
Scathe Zombies		C 1.10	1.00	1.00
Scavenging Ghoul	В	U 3.00	3.00	2.60
Scrubland	L	R 80.00	63.00▲	60.00
Scryb Sprites	G	C 1.10	1.00	1.00
Sea Serpent	U	C 1.00	1.00	0.80
Sedge Troll	R	R 13.75	8.00	7.90
Sengir Vampire	В	U 20.00	19.50	18.75
Serra Angel	W	U 50.00	40.00	39.25
Shanodin Dryads	G	C 1.00	1.00	0.80
Shatter	Ř	C 1.10	1.00	1.00
Shivan Dragon	R		45.00	44.50
Simulacrum	В	U 3.00	3.00	2.60
Sinkhole	В	C 12.00	12.00	9.50
Siren's Call	U	U 3.00	3.00	2.60
Sleight of Mind	U	R 15.00	11.50	10.00
Smoke	R	R 11.50 U 33.75	11.50 8.20	6.10
Sol Ring	A	U 33.75	25.00	6.10 20.25
Soul Net	A	U 3.00	3.00	2.60
Spell Blast	Ü	C 1.60	1.40	1.00
Stasis	Ŭ	R 21.25	15.00	14.50
Steal Artifact	U	U 3.00	3.00	2.90
Stone Giant	R	U 3.00	2.90	2.60
Stone Rain	R	C 3.00	2.80▼	1.20
Stream of Life	G	C 1.60	1.00	1.00
Sunglasses of Urza	A	R 10.00	10.00▲	8.00
Swamp (3 versions)	L	C 1.10	1.00	1.00
Swords to Plowshares	W	U 20.00	20.00	18.00
Taiga	L	R 92.25	67.75 v	60.00
Terror	В	R 92.25 C 3.30	2.40	1.30
		D 40.00		
The Hive	A	R 10.00	9.00▲	7.80
Thicket Basilisk	G	U 3.30	3.00	3.00
Thoughtlace	U	R 9.90	7.50▲	6.00
Throne of Bone	A	U 3.00	3.00	2.60
Timber Wolves	G	R 12.00	10.00▲	7.80
Time Vault	A	R 73.75	64.00 🛦	60.00
Time Walk	U	R275.00	201.25	183.75
Timetwister	Ŭ	R262.25	200.00	165.00
	Ğ	C 1.10	1.00	1.00
Tranquility	Ĺ	R 79.25		
Tropical Island			68.00	59.75
Tsunami	G	U 3.30	3.00	2.60
Tundra	L	R 83.00	66.25▲	59.75
Tunnel	R	U 3.00	3.00	2.70
Twiddle	U	C 1.10	1.00	0.80
Two-Headed Giant	R	R 48.75	42.75▲	40.00
Underground Sea	L	R 83.00	68.00	60.00
Unholy Strength	В	C 1.60	1.40	1.00
Unsummon	U	C 1.00	1.00	0.80
Uthden Troll	R	U 3.00	3.00	2.60
Verduran Enchantress	G	R 17.00	15.00▲	11.25
	ŭ		20.50	23.00
Vesuvan Doppelganger	W		29.50 10.00	9.90
Veteran Bodyguard				
Volcanic Eruption	U	R 10.00	10.00 A	6.60
Volcanic Island	L	R 83.00	66.25▲	59.75
Wall of Air	U	U 3.00	2.90	2.60
Wall of Bone	В	U 3.00	2.90	2.60
Wall of Brambles	G	U 3.00	2.90	2.60
Wall of Fire	R	U 3.00	2.90	2.60
Wall of Ice	G	U 3.00	2.90	2.60
Wall of Stone	Ř	U 3.00	2.90	2.60
Wall of Swords	w	U 3.00	2.90	2.60
Wall of Water	Ü	U 3.00	2.90	2.60
	G		1.00	
Wall of Wood		C 1.10		0.90
Wanderlust	G	U 3.00	3.00	2.40
War Mammoth	G	C 1.00	1.00	0.80
Warp Artifact	В	R 10.00	10.00▲	7.50
Water Elemental	U	U 3.00	2.90	2.60
Weakness	В	C 1.00	1.00	1.00
Web	G	R 10.00	7.00	6.00
Wheel of Fortune	R	R 38.75	26.50	21.25
White Knight	W	U 15.00	14.25▲	11.75
White Ward	W	U 2.90	2.00	2.00
Wild Growth	G	C 1.60	1.40	1.00
	В	R 15.25	14.75	14.00
Will-O'-The-Wisp				17.00
Winter Orb	A	R 32.50	19.25	17.25
Wooden Sphere	A	U 3.00	2.90	2.60
Word of Command	В	R 52.50	50.00	34.75
Wrath of God	W	R 75.00	56.00	53.00
Zombie Master	В	R 15.00	13.00▼	13.00
Total		7,674.45 6	,056.95 5	,127.95
N				SECURITY OF
		_]		9

N X 1 11 1	11. 12 11.11.
-	
7. 7. 7	2 (B) (C
100	NO CO
	The Cothering

Unlimited 292 Cards

Inlimited Set Inlimited Starter Box Inlimited Booster Box Inlimited Starter Deck Inlimited Booster Pack		3763 4500 370	3.00 0.00 0.00	2425.00A 2899.00A 4000.00A 253.00A 125.00	2525.00 3403.00 223.00
ARD NAME	COL	RAR	UPR	MED	LOW
ir Elemental	U	U	1.00	1.00	1.00
ncestral Recall	U	R2*	11.00	152.75	150.75

CARD NAME	CUL	HAK	UPR	MED	LUW	
Air Elemental	U	U	1.00	1.00	1.00	
Ancestral Recall	U	R2	11.00	152.75▲	150.75	
Animate Artifact	U	U	1.00	1.00	0.90	
Animate Dead	В	U	1.00	1.00	0.90	
Animate Wall	W	R	3.80	3.30▼	3.00	
Ankh of Mishra	A	R	4.00	4.00	3.80	
Armageddon	W	R	8.00	7.30▼	7.00	
Aspect of Wolf	G	R	3.80	3.30♥	3.00	
Bad Moon	В	R	6.00	6.00	5.00	
Badlands	1.	R	19.75	15,00	15.00	
	_					

Balance	W	R 5.90	5.00	4.00
Basalt Monolith Bayou	A	U 1.00 R 17.00	1.00	0.90
Benalish Hero Berserk	W	C 0.25 U 28.00	0.25 21.00	0.15 20.00
Birds of Paradise	G	R 22.00	15.00	15.00
Black Knight Black Lotus	A	U 2.00 R387.50	1.00	300.00
Black Vise Black Ward	A W	U 1.00 U 1.00	1.00	1.00
Blaze of Glory	W	R 20.00	18.00▼	15.00
Blessing Blue Elemental Blast	U	R 4.00 C 0.50	4.00 0.25	3.80 0.15
Blue Ward Bog Wraith	W	U 1.00 U 1.00	1.00	0.50
Braingeyser	U	R 8.00	5.00	5.00
Burrowing Camouflage	R G	U 1.00 U 6.00	1.00 3.00	0.50
Castle Celestial Prism	W	U 1.00 U 1.00	1.00	0.50
Channel	G	U 1.00.	1.00	1.00
Chaos Orb Chaoslace	A R	R 62.50 R 3.50	55.00 3.00	48.50 2.50
Circle of Protection: Black Circle of Protection: Blue	W	C 0.25 C 0.25	0.25 0.25	0.15
Circle of Protection: Green	W	C 0.25	0.25	0.15
Circle of Protection: Red Circle of Protection: White	W	C 0.25	0.25	0.15
Clockwork Beast Clone	A	R 3.00 U 6.50	3.00 5.00	3.00
Cockatrice	G	R 4.00	4.00	3.00
Consecrate Land Conservator	A	11 1 00	4.80 1.00	4.20 0.50
Contract from Below Control Magic	B	R 5.00 U 1.00	4.00	4.00
Conversion	W	U 1.00	1.00	0.90
Copper Tablet Copy Artifact	A	U 2.00 R 10.00	1.00 4.70	1.00
Counterspell	Ü	U 2.50	1.50	1.00
Craw Wurm Creature Bond	U		0.25 0.25	0.15
Crusade Crystal Rod	W	R 9.00 U 1.00	6.00 1.00	5.90 0.50
Cursed Land	В	U 1.00	1.00	0.50
Cyclopean Tomb Dark Ritual	A B	R 37.50 C 0.70	25.00▲ 0.25	19.50
Darkpact Death Ward	B	R 3.60 C 0.50	3.30 V 0.25	3.00 0.15
Deathgrip	В	U 1.00	1.00	0.50
Deathlace Demonic Attorney	B	R 3.70 R 4.00	3.00 3.50▼	3.00
Demonic Hordes	B	R 10.50 U 6.00	6.00A 3.00	5.20
Demonic Tutor Dingus Egg	A	R 4.00	4.00	3.80
Disenchant Disintegrate	W	C 0.50 C 0.50	0.25 0.25	0.25
Disrupting Scepter	A	R 5.30	5.00	4.00
Dragon Whelp Drain Life	R B	U 1.00 C 0.50	1.00 0.25	0.15
Drain Power Drudge Skeletons	U B	R 5.00 C 0.50	5.00 0.25	3.50 0.18
Dwarven Demolition Team	R	U 3.00	1.50 0.25	1.00
Dwarven Warriors Earth Elemental	R	U 1.00	1.00	0.15
Earthbind Earthquake	R	C 0.50 R 7.00	0.25 5.00	0.25 5.00
Elvish Archers	G	R 5.00	5.00	4.00
Evil Presence False Orders	B	U 1.00 C 1.00	1.00 0.50	0.50
Farmstead Fastbond	W	R 4.80 R 5.00	4.60 5.00	3.80 4.00
Fear	В	C 0.50	0.25	0.1
Feedback Fire Elemental	U R	U 1.00 U 1.00	1.00	0.90
Fireball Firebreathing	R	C 0.50 C 0.50	0.50 0.25	0.4
Flashfires	R	U 1.00	1.00	1.0
Flight Fog	G	C 0.25 C 0.50	0.25 0.25	0.1
Force of Nature Forcefield	G	R 5.30 R 69.00	5.00 63.00	3.8 55.5
Forest (3 Versions)	L	C 0.15	0.10	0.1
Fork Frozen Shade	R	R 17.00 C 0.50	10.00 0.25	8.5 0.1
Fungusaur	G	R 4.60	4.20	3.4
Gaea's Liege Gauntlet of Might	G	R 5.30 R 73.00	4.50 V 65.50 V	3.8 57.2
Giant Growth Giant Spider	G	C 0.50 C 0.50	0.25	0.2
Glasses of Urza	A	U 1.00	1.00	0.5
Gloom Goblin Balloon Brigade	B	U 1.00 U 1.00	1.00	1.0 0.5
Goblin King Granite Gargoyle	R	R 5.50 R 6.80	5.00	4.0
Gray Ogre	R	C 0.50	0.25	0.1
Green Ward Grizzly Bears	G	U 1.00 C 0.50	1.00 0.25	0.5
Guardian Angel	W	C 0.50	0.25	0.2
Healing Salve Helm of Chatzuk	W	C 0.50 R 5.00	0.25 5.00	0.1 3.5
Hill Giant Holy Armor	R	C 0.50 C 0.50	0.25	0.1
Holy Strength	W	C 0.50	0.25	0.1
Howl from Beyond Howling Mine	A	C 0.50 R 8.50	0.25 6.50	0.1 4.5
Hurloon Minotaur Hurricane	R	C 0.50 U 1.00	0.25 1.00	0.1 1.0
Hypnotic Specter	В	U 3.00	2.50▲	2.0
Ice Storm	G	U 15.00	14.00	5.1

WALWGGBBAAWWUUWBURGWAGARWWWWWAUGWABUWAUUUGUWABABBBBBAWRARBUBRRRRRGBBRWGBURRRRRWGWWARWWBARGBGAGGABRRRRWGWWARWWBARGBGBAAWWWWWWABARGBGAGGAABRRRRRWGWWARWWBARGBGBAAWWWWWWWAUGWABUWAUUUGUWABABBBBBBAWRARBUBRRRRRRGBBRWGBURRRRRRRRRRRRRRRRRRRRRR
R 5.90
5.00 5.00 15
4.00 15.00 1
Illusionary Mask Instill Energy Invisibility Iron Star Ironcaw Orcs Ironroot Treefolk Island (3 Versions) Island Sanctuary Ivory Cup Jade Monolith Jade Statue Jayemdae Tome Juggermaut Jump Karma Keldon Warlord Kormus Bell Kudzu Lance Ley Druid Library of Leng Lich Lifeforce Lifeface Lifefac
A G U A R G L W A A A A A U W R A G W G A B G G U R G G A G U B G U U R U A R A U W B R L A A A A A G B B A B W A R R B W W B U U U U U B L L U U R U U U W R B R W G G W W W R R A B B W L W B B L G U R B W G R R B B
R 19.50
18.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00
15.00 0.25 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.1



Icy Manipulator

Sol Ring	A	U	6.80	4.50▲	2.50
Soul Net	A	Ü	1.00	1.00	0.50
Spell Blast	U	C	0.50	0.25	0.15
Stasis	U	R	5.50	5.00	4.00
Steal Artifact	Ü	Ü	1.00	1.00	0.50
Stone Giant	Ř	Ü	1.00	1.00	0.50
Stone Rain	R	C	0.50	0.25	0.15
Stream of Life	G	Č	0.50	0.25	0.15
Sunglasses of Urza	A	Ř	5.00	5.00	3.50
Swamp (3 Versions)	L	C	0.15	0.10	0.10
Swords to Plowshares	W	U	1.50	1.50	1.00
Taiga	L	R	18.00	16.00	15.25
Terror	В	C	0.50	0.25	0.15
The Hive	A	Ř	4.30	3.50	3.00
Thicket Basilisk	G	Ü	1.00	1.00	0.90
Thoughtlace	Ü	R	4.00	3.00	2.90
Throne of Bone	A	Ü	1.00	1.00	0.50
Timber Wolves	G	R	4.50	4.00	3.00
Time Vault	A	R	55.00	50.00▼	37.50
Time Walk	Ü	R1	80.75	170.00	151.00
Timetwister	U		31.25	120.00	112.50
Tranquility	G	C	0.50	0.25	0.15
Tropical Island	Ĺ	R	18.00	15.00	15.00
Tsunami	G	Ü	1.00	1.00	0.50
Tundra	L	R	22.50	17.50	16.25
Tunnel	R	Ü	1.00	1.00	0.50
Twiddle	U	C	0.25	0.25	0.15
Two-Headed Giant	R	R	28.75	19.50▲	13.75
Underground Sea	L	R	18.00	17.50▲	15.50
Unholy Strength	В	C	0.50	0.25	0.15
Unsummon	Ü	Č	0.25	0.25	0.15
Uthden Troll	R	Ū	1.00	1.00	0.90
Verduran Enchantress	G	R	4.40	4.00	3.80
Vesuvan Doppelganger	U	R	16.50	11.25 ▲	8.50
Veteran Bodyguard	W	R	6.90	5.00	3.00
Volcanic Eruption	U	R	4.50	3.00	2.90
Volcanic Island	L	R	18.00	17.50	15.50
Wall of Air	U	U	1.00	1.00	0.90
Wall of Bone	В	U	1.00	1.00	0.50
Wall of Brambles	G	U	1.00	1.00	0.50
Wall of Fire	R	U	1.00	1.00	0.50
Wall of Ice	G	U	1.00	1.00	0.50
Wall of Stone	R	U	1.00	1.00	0.50
Wall of Swords	W	U	1.00	1.00	0.50
Wall of Water	U	U	1.00	1.00	0.80
Wall of Wood	G	C	0.50	0.25	0.15
Wanderlust	G	U	1.00	1.00	0.90
War Mammoth	G	C	0.50	0.25	0.15
Warp Artifact	В	R	4.00	3.30 ▼	3.00
Water Elemental	U	U	1.00	1.00	0.80
Weakness	В	C	0.25	0.25	0.15
Web	G	R	3.70	3.00	3.00
Wheel of Fortune	R	R	11.50	7.00	5.60
White Knight	W	U	2.00	1.00	1.00
White Ward	W	U	1.00	1.00	0.50
Wild Growth	G	C	0.50	0.25	0.15
Will-O'-The-Wisp	В	R	5.50	5.00	4.00
Winter Orb	A	R	6.00	5.90	4.00
Wooden Sphere	A	U	1.00	1.00	0.00
Word of Command	В	R	37.50	28.25	22.50
Wrath of God	W	R	12.00	10.00	8.50
Zombie Master	В	R	5.90	5.30	3.80
Total		326	0.35 2	777.50	2502.40
perfect to the second decision by an animal area assessment as provided in the second	med a long to	(cherry)	and lateral		100 mg

Revised 296 Cards

241 1 1 1111 1 1 1	As I have a second supplied to the second		400mmetric)
Revised Set	295.00	267.00 4	205.00
Revised Starter Box	350.00	315.00 ▲	280.00
Revised Booster Box	359.00	343.00 ▲	324.00
Revised Starter Deck	33.75	30.00 ▲	25.00
Revised Booster Pack	12.00	11.50	10.00

CARD NAME	COL	RAR	UPR	MED	LOW
Air Elemental	U	U	1.00	1.00	0.50
Aladdin's Lamp	A	R	2.70	2.50	1.80
Aladdin's Ring	Α	R	2.70	2.50	1.80
Animate Artifact	U	U	1.00	0.50	0.50
Animate Dead	В	U	1.00	1.00	0.50
Animate Wall	W	R	3.00	2.50	1.80
Ankh of Mishra	Α	R	3.10	3.00	2.60
Armageddon	W	R	8.00	7.00	5.00
Armageddon Clock	Α	R	3.00	3.00	2.40
Aspect of Wolf	G	R	3.00	3.00	2.40
Atog	R	C	0.25	0.25	0.20
Bad Moon	В	R	5.30	5.00	5.00
Badlands	L		15.75	13.00 ▲	11.75
Balance	W	R	5.00	4.00	3.80
Basalt Monolith	A	U	1.00	0.50	0.50
Bayou	L	R	15.50	13.00 ▲	11.75
Benalish Hero	W	C	0.25	0.15	0.10
Birds of Paradise	G	R	15.00	13.25▲	12.25
Black Knight	В	U	1.10	1.00	1.00
Black Vise	A	U	1.10	1.00	1.00
Black Ward	W	U	0.50	0.50	0.50
Blessing	W	R	3.00	3.00	2.60
Blue Elemental Blast	U	C	0.25	0.15	0.10
Blue Ward	W	U	0.50	0.50	0.50
Bog Wraith	В	U	0.60	0.50	0.50
Bottle of Suleiman	Α	R	3.00	3.00	2.40
Braingeyser	U	R	5.00	4.50	4.00
Brass Man	A	U	0.60	0.50	0.50
Burrowing	R	U	0.60	0.50	0.50
Castle	W	U	0.60	0.50	0.50
Celestial Prism	A	U	0.60	0.50	0.50
Channel	G	U	1.40	1.00	0.80
Chaoslace	R	R	3.00	2.00	1.70
Circle of Protection: Black	W	C	0.25	0.15	0.10

Circle of Protection: Blue	w	С	0.25	0.15	0.10
Circle of Protection: Green	W	C	0.25	0.15	0.10
Circle of Protection: Red	W	C	0.25	0.15	0.10
Circle of Protection: White Clockwork Beast	A	C	3.00	0.15 2.70	0.10
Clone	U	U	4.00	4.00	3.50
Cockatrice Conservator	A	R	3.00 0.60	2.70 A 0.50	1.80
Contract from Below	В	R	3.30	3.00	2.40
Control Magic Conversion	W	U	1.10	1.00 0.50	0.80
Copy Artifact	U	R	4.50	4.00	3.00
Counterspell Craw Wurm	U	C	1.10	1.00 0.15	0.80
Creature Bond	U	C	0.25	0.15	0.10
Crumble Crusade	G	U R	1.00 5.30	0.50	0.50
Crystal Rod	A	U	0.60	5.00 0.50	4.70 0.50
Cursed Land	В	U	1.00	0.50	0.50
Dancing Scimitar Dark Ritual	A	R	3.00 0.25	3.00 0.25	2.40 0.20
Darkpact	В	R	3.00	2.90	1.80
Death Ward Deathgrip	W	C	1.00	0.15	0.10
Deathlace	В	R	3.00	2.00	0.50 1.70
Demonic Attorney	B	R	3.00	2.90	1.80
Demonic Hordes Demonic Tutor	В	R U	5.10	5.00	4.70 3.50
Desert Twister	G	U	1.00	1.00	0.50
Dingus Egg Disenchant	A W	R	3.00 0.25	3.00 0.25	2.00 0.10
Disintegrate	R	C	0.25	0.25	0.10
Disrupting Scepter Dragon Engine	A	R R	3.30	3.00	2.60 2.60
Dragon Whelp	R	U	1.00	1.00	0.80
Drain Life	В	C	0.25	0.15	0.10
Drain Power Drudge Skeletons	U B	R C	3.30 0.25	3.00 0.15	2.40 0.10
Dwarven Warriors	R	C	0.25	0.15	0.10
Dwarven Weaponsmith Earth Elemental	R	U	1.00	1.00 0.50	0.50
Earthbind	R	C	0.25	0.25	0.10
Earthquake	R	R	5.00	5.00 2.90	4.00 1.80
Ebony Horse El -Hajjaj	A	R R	3.00	2.90	1.80
Elvish Archers	G	R	4.00	3.90	3.00
Energy Flux Erg Raiders	U B	C	0.60	0.50 0.15	0.50
Evil Presence	В	Ŭ	1.00	0.50	0.50
Eye for an Eye	W	R	3.20	3.00	2.40
Farmstead Fastbond	G	R	3.30	3.00 3.60	2.40 3.00
Fear	В	C	0.25	0.15	0.10
Feedback Fire Elemental	U R	U	1.00	0.50	0.50 0.50
Fireball	R	C	0.35	0.25	0.10
Firebreathing Flashfires	R R	C	0.25	0.25	0.15
Flight	Ü	C	0.25	1.00	0.10
Flying Carpet	A	R	3.50	3.00	1.80
Fog Force of Nature	G	C	0.25 4.00	0.25 4.00	0.15 3.80
Forest (3 Versions)	L	C	0.20	0.10	0.10
Fork Frozen Shade	R	R	10.00	8.00 0.15	8.00 0.10
Fungusaur	G	R	3.40	3.00	1.80
Gaea's Liege Giant Growth	G	R	3.00	3.00 0.20	3.00
Giant Spider	G	C	0.25	0.20	0.10
Glasses of Urza	A	U	1.00	1.00	0.50
Gloom Goblin Balloon Brigade	B	U	1.10	1.00 0.50	0.50 0.50
Goblin King	R	R	4.00	4.00	4.00
Granite Gargoyle Gray Ogre	R	R C	3.50 0.25	3.00 0.15	2.90 0.10
Green Ward	W	U	0.60	0.50	0.50
Grizzly Bears Guardian Angel	G	C	0.25	0.15	0.10
Healing Salve	W	C	0.25	0.25	0.10
Helm of Chatzuk	A	R	3.10	3.00	2.40
Hill Giant Holy Armor	W	C	0.25	0.15	0.10
Holy Strength	W	C	0.25	0.20	0.10
Howl from Beyond Howling Mine	B	C R	0.25 6.30	0.20 5.70 A	0.10 5.00
Hurkyl's Recall	U	R	3.50 0.25	3.00	2.50
Hurloon Minotaur Hurricane	R	C	0.25	1.00	0.10
Hypnotic Specter	В	U	1.10	2.00	1.90
Instill Energy Iron Star	G A	U	1.00	1.00 0.50	0.50
Ironroot Treefolk	G	·C	0.25	0.20	0.50
Island (3 Versions)	L	C	0.15	0.10	0.10
Island Fish Jasconius Island Sanctuary	W	R	3.40 4.00	3.00	2.50 3.00
Ivory Cup	Α	U	0.60	0.50	0.50
Ivory Tower	A	R	5.00	4.00	4.00
Jade Monolith Jandor's Ring	A	R R	3.30	2.90	1.80 1.80
Jandor's Saddlebags	Α	R	3.00	2.90	2.10
Jayemdae Tome Juggernaut	A	R U	3.30	3.00	3.00 1.00
Jump	U	C	0.25	0.15	0.10
Karma Keldon Warlord	W	U	1.00	1.00	0.50
Kird Ape	R	C	0.60	0.40	0.20
Kormus Bell Kudzu	A	R	3.00	2.90 3.00	2.10 2.40
Lance	W	U	0.60	0.50	0.50
Ley Druid	G	U	1.00	0.50	0.50
o the Corve			-	10.00	10000

Library			11	1.00	1.00	0.50
Library of Leng Lifeforce		A	U	1.00	1.00	0.50
Lifelace		G	R	3.00	2.00	1.70
Lifetap		U R	C	1.00	0.50 1.00	0.50
Lightning Bolt Living Artifact		G	R	3.00	2.90	1.80
Living Lands		G	R	3.00	2.90	1.80
Living Wall Llanowar Elves		A	C	1.00	0.50 0.25	0.50 0.20
Lord of Atlantis		Ŭ	R	4.40	4.00	3.00
Lord of the Pit		В	R	4.30	4.00	3.80
Lure Magical Hack		G	U R	1.00	1.00 3.00	0.50 2.60
Magnetic Mountain		R	R	3.20	2.40 4	1.80
Mahamoti Djinn		U	R	5.30	5.00	5.00
Mana Flare Mana Short		R	°R	4.00	4.00 3.80 A	3.00
Mana Vault		Ā	R	4.00	4.00	3.00
Manabarbs		R A	R R	3.30	3.00	2.60
Meekstone Merfolk of the Pearl Tric	dent	Ü	C	0.25	3.00 0.15	0.10
Mesa Pegasus		W	C	0.25	0.15	0.10
Mijae Djinn Millstone		R A	R	3.40 5.60	3.00 5.00	2.60 5.00
Mind Twist		B	R	5.00	4.00	4.00
Mishra's War Machine		A	R	3.30	3.00	2.40
Mons's Goblin Raiders Mountain (3 Versions)		R	C	0.25	0.15	0.10 0.10
Nether Shadow		B	Ř	3.40	3.00	2.60
Nettling Imp		В	U	1.00	1.00	0.80
Nevinyrral's Disk Nightmare		AB	R R	5.60	5.00	5.00 4.70
Northern Paladin		W	R	3.30	3.00	3.00
Obsianus Golem Onulet		A	U R	1.00	1.00	0.50 1.80
Orcish Artillery		R	U	1.00	1.00	0.50
Orcish Oriflamme		R	U	1.00	0.50	0.50
Ornithopter Paralyze		AB	C	1.00	1.00 0.25	0.50 0.15
Pearled Unicom		W	C	0.25	0.15	0.10
Personal Incarnation		W	R	3.30	2.90	1.80
Pestilence Phantasmal Forces		B	C	0.25	0.15	0.10
Phantasmal Terrain		Ü	C	0.25	0.15	0.10
Phantom Monster		U	U	1.00	0.50	0.50
Pirate Ship Plague Rats		U B	R	3.00 0.25	2.90 0.15	1.80 0.10
Plains (3 Versions)		Ĭ.	Č	0.15	0.10	0.10
Plateau		L	R	14.00	12.00	11.75
Power Leak Power Sink		U	C	0.25	0.15 0.15	0.10 0.10
Power Surge		R	R	3.20	3.00	2.50
Primal Clay		A	R C	3.00	3.00	2.40
Prodigal Sorcerer Psychic Venom		Ü	C	0.25	0.15 0.15	0.10 0.10
Purelace		W	R	3.00	2.00	1.60
Raise Dead Reconstruction		B	C	0.25	0.15	0.10
Red Elemental Blast		R	Č	0.25	0.15	0.10
Red Ward		W	U	0.50	0.50	0.50
Regeneration Regrowth		G	C	0.25	0.15 1.90	0.10 1.20
Resurrection		W	Ū	1.00	1.00	0.80
Reverse Damage Reverse Polarity		W	R	3.00	3.00	2.60
Righteousness		W	R	3.00	0.50 3.00	0.50 2.40
Roc of Kher Ridges		R	R	3.00	3.00	2.60
Rock Hydra Rocket Launcher		R A	R R	3.30	3.00	2.60 3.00
Rod of Ruin		A	Ü	1.00	0.50	0.50
Royal Assassin		В	R	9.00	8.00	6.00
Sacrifice Samite Healer		B	C	1.10	1.00 0.15	0.50 0.10
Savannah		L	R	17.00	13.00 ▲	11.75
Savannah Lions Scathe Zombies		W	R	4.30 0.25	4.00	3.00
Scavenging Ghoul		В	C	1.00	0.15 1.00	0.10 0.50
Scrubland		L.	R	14.75	13.00 4	11.75
Scryb Sprites Sea Serpent		G	C	0.25	0.15 0.15	0.10
Sedge Troll		R	R	3.80	3.50	2.00
Sengir Vampire		B	U	3.80	3.00	3.00
Serendib Efreet Serra Angel		W	R	5.00	5.00 4.70 A	4.00 4.00
Shanodin Dryads		G	C	0.25	0.15	0.10
Shatter Shatterstorm		R R	C	0.25	0.15	0.10
Shivan Dragon		R	U R	1.00	1.00 9.00	0.50 8.00
Simulacrum		В	U	1.00	0.50	0.50
Siren's Call Sleight of Mind		U	U R	1.00	0.50 3.00	0.50 2.60
Smoke		R	R	3.00	2.90	1.80
Sol Ring		A	U	4.30	4.00	3.30
Sorceress Queen Soul Net		B A	R	3.30	3.00 0.50	3.00 0.50
Spell Blast		U	C	0.25	0.15	0.10
Stasis		U	R	4.10	4.00	3.80
Steal Artifact Stone Giant		R	U	1.00	0.50 0.50	0.50 0.50
Stone Rain		R	C	0.25	0.50 0.15 0.15	0.10
Stream of Life		G A		0.25	0.15	0.10 2.40
Sunglasses of Urza Swamp (3 Versions)		L	C	3.30 0.15	3.00 0.10	0.10
Swords to Plowshares		W	U	2.00	1.50	1.00
Taiga Terror		B	R	17.50 0.25	13.00 A 0.15	11.75
The Hive		A	R	3.00	3.00	2.60
The Rack		A	U	1.00	1.00	0.80
Thicket Basilisk Thoughtlace		U	R	1.00		1.80
					e now	

	^^^^		Fourt	h
Total		747.75	639.55	538.9
Zombie Master	В	R 4.40	3.00	3.0
Wrath of God	W		7.00 ▲	6.2
Wooden Sphere	A	U 1.00	0.50	0.5
Winter Orb	Α	R 5.00	5.00	4.0
Will-O'-The-Wisp	В	R 4.30	4.00	3.8
Wild Growth	G	C 0.25	0.15	0.1
White Ward	W	U 0.60	0.50	0.5
White Knight	W	U 1.30	1.00	0.5
Wheel of Fortune	R	R 5.80	5.00	4.7
Web	G	R 3.00	2.00	1.7
Weakness	В	C 0.25	0.15	0.1
Water Elemental	U	U 1.00	0.50	0.5
Warp Artifact	В	R 3.00	2.90	1.8
War Mammoth	G	C 0.25	0.15	0.1
Wanderlust	G	U 1.00	0.50	0.5
Wall of Wood	G	C 0.25	0.15	0.1
Wall of Water	U	U 1.00	0.50	0.5
Wall of Swords	W	U 1.00	0.50	0.5
Wall of Stone	R	U 1.00	0.50	0.5
Wall of Ice	G	U 1.00	0.50	0.5
Wall of Fire	R	U 1.00	0.50	0.5
Wall of Brambles	G	U 1.00	0.50	0.5
Wall of Bone	В	U 1.00	0.70▲	0.5
Wall of Air	U	U 1.10	1.00	0.5
Volcanic Island	L	R 18.75		11.0
Volcanic Eruption	U	R 3.00	3.00	2.7
Veteran Bodyguard	W	R 3.30	3.00	2.6
Vesuvan Doppelganger	Ü	R 12.75	8.50 4	6.4
Verduran Enchantress	G	R 3.60	3.00	3.0
Uthden Troll	R	U 1.00	0.50	0.50
Unsummon	Ü	C 0.25	0.15	0.10
Unstable Mutation	Ū	C 0.25	0.15	0.10
Unholy Strength	В	C 0.25	0.15	0.10
Underground Sea	Ë	R 18.75	14.25 ▲	14.0
Tunnel	R	U 1.00	0.50	0.5
Tundra	Ľ	R 18.75	15.50▲	14.0
Tsunami	Ğ	U 1.00		0.5
Tropical Island	ĭ	R 16.50	14.25	14.0
Tranquility	Ğ	C 0.25	0.15	0.10
Titania's Song	G	R 3.10	3.00	2.40
Timber Wolves	G	R 3.00	3.00	2.4
Throne of Bone	Α	U 1.00	0.50	0.50



Edition 368 Cards

201.00 163.00 132.00 129.00 115.00 100.00 168.00 160.00 145.00 13.75 12.00 11.25 5.00 5.00 4.90 Fourth Edition Starter Box Fourth Edition Booster Box Fourth Edition Starter deck Fourth Edition Booster pack

- canal administration patent					
CARD NAME	COL	RAR	UPR	MED	LOV
Abomination	В	U	1.00	1.00	0.60
Air Elemental	U	U	1.00	1.00	0.60
Alabaster Potion	W	C	0.25	0.20	0.10
Aladdin's Lamp	A	R	2.90	2.00	1.40
Aladdin's Ring	A	R	3.00	2.80	2.10
Ali Baba	R	U	0.90	0.50	0.50
Amrou Kithkin	W	C	0.25	0.20	0.10
Amulet of Kroog	A	C	0.25	0.20	0.10
Angry Mob	W	Ü	0.90	0.50	
Animate Artifact	U	Ü	0.90	0.50	0.50
Animate Dead	В	Ü	1.00	1.00	0.50
Animate Wall	W	R	3.00	3.00	2.20
Ankh of Mishra	A	R	3.00	3.00	2.20
Apprentice Wizard	U	C	0.30	0.25	0.10
Armageddon	W	R	7.50	7.00	5.40
Armageddon Clock	A	R	3.00	3.00	2.20
Ashes to Ashes	В	U	1.00	1.00	0.50
Ashnod's Battle Gear	A	Ū	0.90	0.50	0.50
Aspect of Wolf	G	R	3.90	3.20	3.00
Backfire	U	Ü	0.90	0.50	0.50
Bad Moon	В	R	6.90	5.50	4.30
Balance	W	R	4.80	4.00	4.00
Ball Lightning	R	R	9.40	8.00	7.80
Battering Ram	A	C	0.25	0.20	0.10
Benalish Hero	W	C	0.25	0.20	0.10
Bird Maiden	R	Č	0.25	0.20	0.10
Birds of Paradise	G	Ř	15.00	14.25▲	13.00
Black Knight	В	U	1.50	1.00	1.00
Black Mana Battery	A	R	3.80	2.90	2.20
Black Vise	A	U	1.00	1.00	1.00
Black Ward	W	Ū	0.90	0.50	0.50
Blessing	W	Ř	3.90	3.20	3.00
Blight	В	U	1.00	1.00	0.50
Blood Lust	R	C	0.25	0.20	0.10
Blue Elemental Blast	U	C	0.25	0.20	0.10
Blue Mana Battery	A	R	3.80	3.00	2.20
Blue Ward	W	U	0.90	0.50	0.50
Bog Imp	В	C	0.25	0.20	0.10
Bog Wraith	В	U	0.90	0.50	0.50
Bottle of Suleiman	Α	R	2.90	2.00	1.20
Brainwash	W	C	0.25	0.20	0.10
Brass Man	Α	U	0.90	0.50	0.50
Bronze Tablet	Α	R	3.00	3.00	2.20
Brothers of Fire	R	С	0.25	0.20	0.10
Burrowing	R	U	0.90	0.50	0.50
Carnivorous Plant	G	C	0.25		0.10
Carrion Ants	В	U	1.20	1.00	0.60
Castle	W	U	0.90	0.50	0.50
Cave People	R	U	0.90	0.50	0.50
Celestial Prism	Α	U	0.90	0.50	0.50
Channel	G	Ū	1.00		0.6
Chaoslace .	R	R	2.90	1.80	1.0
Circle of Protection: Artifacts		U	1.00	1.00	0.6
Circle of Protection: Black	W	C	0.25	0.20	0.10

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!





e 1993 which of the Cher, Inc. /	an rights is	octive.	-	- 16	
Circle of Protection: Blue	W	С	0.25	0.20	0.10
Circle of Protection: Green	W	C	0.25	0.20	0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10 0.10
Circle of Protection: White Clay Statue	A	C	0.25	0.20	0.10
Clockwork Avian	A	R	3.70	3.00	2.90
Clockwork Beast	A	R	3.00	2.90	2.10
Cockatrice Colossus of Sardia	G	R R	3.80 5.10	2.90 ▼ 4.00	2.10 3.20
Conservator	A	Ü	0.90	0.50	0.50
Control Magic	U	U	1.20	1.00	0.60
Conversion	W	U	0.90	0.50	0.50
Coral Helm Cosmic Horror	A B	R R	2.90 3.90	2.00 3.20	1.00 2.80
Counterspell	Ŭ	Ü	1.20	1.00	1.00
Craw Wurm	G	C	0.25	0.20	0.10
Creature Bond Crimson Manticore	U R	C R	0.25	0.20 2.90	0.10 1.40
Crumble	G	Ü	0.90	0.50	0.50
Crusade	W	R	5.80	5.00	5.00
Crystal Rod	A	U	0.90	0.50	0.50
Cursed Land Cursed Rack	B	U	0.90	0.50	0.50 0.60
Cyclopean Mummy	В	Č	0.25	0.20	0.10
Dancing Scimitar	A	R	2.90	2.00	1.20
Dark Ritual	B	C	0.25	0.25	0.10
Death Ward Deathgrip	W	C	0.25	0.20 0.50	0.10 0.50
Deathlace	В	R	2.90	1.90	1.10
Desert Twister	G	U	1.00	1.00	0.60
Detonate Diabolic Machine	R	U	1.00	0.80	0.50 0.50
Dingus Egg	A	R	3.00	3.00	2.80
Disenchant	W	C	0.25	0.25	0.10
Disintegrate	R	C	0.25	0.25	0.10
Disrupting Scepter Divine Transformation	A	R	3.20 1.20	3.00	2.80 1.00
Dragon Engine	A		2.90	2.00	1.60
Dragon Whelp	R	U	1.00	1.00	0.60
Drain Life	U	C R	0.25	0.20 3.00	0.10 2.80
Drain Power Drudge Skeletons	В	C	0.25	0.20	0.10
Durkwood Boars	G	C	0.25	0.20	0.10
Dwarven Warriors	R	C	0.25	0.20	0.10
Earth Elemental Earthquake	R	U R	0.90 5.00	0.50 5.00	0.50 4.60
Ebony Horse	A	R	3.00	2.00	
Elder Land Wurm	W	R	3.20	3.00	1.20
El -Hajjaj	B	R	3.80	3.00	2.90 0.50
Elven Riders Elvish Archers	G	R	4.40	1.00	2.90
Energy Flux	Ü	U	0.90	0.50	0.50
Energy Tap	U	C	0.25	0.20	0.10
Erg Raiders Erosion	B	C	0.25	0.20	0.10 0.10
Eternal Warrior	R	C	0.25	0.20	0.10
Evil Presence	В	U	0.90	0.50	0.50
Eye for an Eye	W	R	3.00 0.25	3.00 0.20	2.90 0.10
Fear Feedback	Ü	Ü	0.90	0.50	0.50
Fellwar Stone	A	Ü	1.20	1.00	1.00
Fire Elemental	R	U	0.90	0.50	0.50 0.10
Fireball Firebreathing	R	C	0.45	0.25 0.20	0.10
Fissure	R	C	0.25	0.20	0.10
Flashfires	R	U	1.20	1.00	0.50
Flight	U	C	0.25	0.20	0.10 0.10
Flood Flying Carpet	A	R	3.00	2.00	1.20
Fog	G	C	0.25	0.20	0.10
Force of Nature	G	R	5.40	3.50	3.00
Forest (3 versions) Fortified Area	L W	C	0.25	0.10	0.10 0.10
Frozen Shade	В	C	0.25	0.20	0.10
Fungusaur	G	R	3.00	3.00	2.90
Gaea's Liege	G	R	4.60	3.20	3.00 0.10
Gaseous Form Ghost Ship	U	C	0.25	0.20	0.10
Giant Growth	G	C	0.25	0.25	0.10
Giant Spider	G	C	0.25	0.20	0.10
Giant Spider Giant Strength Giant Tortoise	R	C	0.25	0.20	0.10 0.10
Glasses of Urza	A	Ü	0.90	0.50	0.50

ing					
Gloom	В	U	1.00	1.00	0.50
Goblin Balloon Brigade	R	U	1.00	1.00	0.50
Goblin King Goblin Rock Sled	R	R C	4.90 0.25	4.10▼ 0.20	3.30 0.10
Grapeshot Catapult	A	C	0.25	0.20	0.10
Gray Ogre Greed	R B	C R	0.25 3.00	0.20 2.50	0.10 2.10
Green Mana Battery	A	R	3.80	3.00	2.20
Green Ward Grizzly Bears	W	C	0.90	0.50 0.20	0.50 0.10
Healing Salve	W	C	0.25	0.20	0.10
Helm of Chatzuk	A	R	3.00	3.00	2.20
Hill Giant Holy Armor	R	C	0.25 0.25	0.20 0.20	0.10
Holy Strength	W	С	0.25	0.20	0.10
Howl from Beyond Howling Mine	B	C R	0.25 6.80	0.20 5.90	0.10 5.20
Howling Mine Hurkyl's Recall	U	R	3.00	3.00	2.90
Hurloon Minotaur Hurr Jackal	R R	C R	0.25 3.00	0.20 3.00	0.10 2.20
Hurricane	G	U	1.00	1.00	0.50
Hypnotic Specter Immolation	B	U	2.00 0.25	1.90 0.20	1.40 0.10
Inferno	R	R	4.00	3.90	3.10
Instill Energy Iron Star	G	C	1.00	1.00	0.50 0.10
Ironclaw Orcs Ironroot Treefolk	A	C	0.25	0.25 0.20	0.10
Ironroot Treefolk	G	C	0.25	0.20	0.10
Island (3 versions) Island Fish Jasconius	Ü	R	0.25 3.00	0.10 3.00	0.10 2.20
Island Sanctuary	W	R	3.40	3.00	2.90
Ivory Cup Ivory Tower	A	U R	0.90 4.90	0.50 4.20	0.50 4.00
Jade Monolith	A	R	3.00	3.00	2.80
Jandor's Saddlebags Jayemdae Tome	A	R R	3.00	2.90 3.00	2.20 2.90
Jump	U	C	0.25	0.20	0.10
Junun Efreet	B	U	1.00	1.00	0.50
Karma Keldon Warlord	R	U	1.00	1.00	0.50 0.80
Killer Bees	G	U	1.20	1.00	1.00
Kismet Kormus Bell	A	R	3.80	3.00	2.90
Land Leeches	G	C	0.25	0.20	0.10
Land Tax Leviathan	W	R R	5.00 4.60	5.00 3.20	3.80
Ley Druid	G	U	0.90	0.50	0.50
Library of Leng Lifeforce	A G	U	1.00	1.00	0.50 0.50
Lifelace	G	R	2.90	1.90	1.10
Lifetap Lightning Bolt	U R	C	0.90	0.60	0.50 0.25
Living Artifact	G	R	3.00	2.90	2.20
Living Lands Llanowar Elves	G	R C	3.00	3.00 0.25	2.90 0.10
Lord of Atlantis	U	R	5.00	5.00	3.40
Lord of the Pit Lost Soul	В	R	4.80 0.25	4.00 0.20	3.00 0.10
Lure	G	C	1.00	1.00	0.50
Magical Hack	U	R	3.90	3.20	3.00
Magnetic Mountain Mahamoti Djinn	R	R R	2.90 7.00	2.00 5.30	1.90 5.00
Mana Clash	R	R	3.00	2.80	2.10
Mana Flare Mana Short	R	R R	3.90 4.60	3.20 4.00	3.00
Mana Vault	A	R	3.90	3.20	3.00
Manabarbs Marsh Gas	R	R	3.00 0.25	2.80 0.20	2.10 0.10
Marsh Viper	G	С	0.25	0.20	0.10
Meekstone Merfolk of the Pearl Trident	A U	R	4.50 0.25	3.00 0.20	2.20 0.10
Mesa Pegasus	W	C	0.25	0.20	0.10
Millstone Mind Bomb	A	R	5.80	5.00 0.80	5.00 0.50
Mind Twist	В	R	4.40	4.00	4.00
Mishra's Factory (Fall) Mishra's War Machine	L	U R	2.40 3.00	2.00 3.00	1.40 2.20
Mons's Goblin Raiders	R	C	0.25	0.20	0.10
Morale Mountain (3 versions)	W	C	0.25	0.20	0.10
Mountain (3 versions) Murk Dwellers	В	C	0.25	0.20	0.10
Nafs Asp	G	C	0.25	0.20	0.10
Nether Shadow Nevinyrral's Disk		R	4.50 6.60	3.00 5.50 ▲	2.90 5.00
Nightmare	В	R	6.60	5.50 A 5.20	3.00
Northern Paladin Oasis	W	R	4.50 1.00	3.00 1.00	3.00 0.60
Obsianus Golem	Α	U	1.00	1.00	0.50
Onulet Orcish Artillery	A R	R	2.90	1.00	1.60 0.50
Orcish Oriflamme	R	U	0.90	0.50	0.50
Ornithopter Osai Vultures	A W	U	1.00	1.00 0.50	0.50 0.50
Paralyze	В	C	0.25	0.20	0.10
Pearled Unicorn	W	C	0.25 3.80	0.20 3.00	0.10 3.00
Personal Incarnation Pestilence	В	C	0.25	0.20	0.10
Phantasmal Forces	U	U	0.90	0.50	0.50
Phantasmal Terrain Phantom Monster	U	C	0.25	0.20	0.10 0.50
Piety	W	C	0.25	0.20	0.10
Pikemen Pirate Ship	W	C R	0.25 3.00	0.20 3.00	0.10 2.20
Pit Scorpion	В	C	0.25	0.20	0.10
Plague Rats Plains (3 versions)	B	C	0.25	0.20 0.10	0.10
Power Leak	U	C	0.25	0.20	0.10
Power Sink Power Surge	R	R	0.25 3.40	0.20 3.00	0.10 2.90
Pradesh Gypsies	G	C	0.25	0.20	0.10
klists, see the S	crv	P			1112

Primal Clay	Α	R	3.00	2.90	1.8
Prodigal Sorcerer	U	C	0.25	0.20	0.1
Psionic Entity	U	R	3.00	3.00	2.9
Psychic Venom Purelace	W	C R	0.25 3.00	0.20 1.90	0.1
Pyrotechnics	R	Ü	1.00	1.00	1.1
Radjan Spirit	G	Ŭ	0.90	0.50	0.5
Rag Man	B	Ř	3.00	3.00	2.6
Raise Dead	В	e	0.25	0.20	0.1
Rebirth	G	Ř	3.00	2.90	2.1
Red Elemental Blast	Ř	C	0.25	0.20	0.1
Red Mana Battery	A	R	3.80	2.90	2.1 0.5 0.1 2.2
Red Ward	W	U	0.90	0.50	0.5
Regeneration	G	С	0.25	0.20	0.1
Relic Bind	U	R	3.00	3.00	2.2
Reverse Damage	W	R	4.00	3.50	3.0
Righteousness	W	R	3.80	3.00	2.9
Rod of Ruin	A	Ū	1.00	1.00	0.5
Royal Assassin	В	R	9.80	8.90	6.6
Samite Healer	W	C	0.25	0.20	0.1
Sandstorm	G	C	0.25	0.20	0.1
Savannah Lions	W	R	4.80	4.00	4.0
Scathe Zombies Scavenging Ghoul	B	C	0.25 1.00	0.20	0.1
Scryb Sprites	G	C	0.25	1.00 0.20	0.5
Sea Serpent	Ŭ	Č	0.25	0.20	0.1
Seeker	W	Č	0.25	0.20	0.1
Segovian Leviathan	Ü	Ŭ	0.90	0.50	0.5
Sengir Vampire	В	Ŭ	3.10	3.00	2.2
Serra Angel	W	Ŭ	4.50	4.00	4.0
Shanodin Dryads	G	Č	0.25	0.20	0.1
Shapeshifter	A	Ū	1.00	1.00	0.6
Shatter	R	C	0.25	0.20	0.1
Shivan Dragon	R	R	12.25	9.50	8.3
Simulacrum	В	U	0.90	0.50	0.5
Sindbad	U	U	1.00	1.00	0.5
Siren's Call	U	Ũ	0.90	0.50 0.20	0.5
Sisters of the Flame	R	C	0.25	0.20	0.1
Sleight of Mind	U	R	4.50	3.00	2.9
Smoke	R	R	3.80	3.00	2.9
Sorceress Queen	В	R	4.80	4.00	3.0
Soul Net	A	U	0.90	0.50	0.5
Spell Blast Spirit Link	W	C	0.25 1.50	0.20	0.1
Spirit Shackle	В	Ü	1.00	1.00	0.5
Stasis	ů	R	4.50	4.40	4.0
Steal Artifact	Ü	Ü	0.90	0.50	0.5
Stone Giant	R	Ü	0.90	0.50	0.5
Stone Rain	R	Č	0.25	0.20	0.1
Stream of Life	G	Č	0.25	0.20	0.1
Strip Mine	L	Ŭ	2.00	1.80	1.1
Sunglasses of Urza	Ä	R	3.00	2.80 ▲	1.1
Sunken City	Ü	C	0.25	0.20	0.1
Swamp (3 versions)	L	C	0.25	0.15	0.1
Swords to Plowshares	W	Ü	1.50	1.10	1.0
Sylvan Library	G	R	5.00	5.00	3.5
Tawnos's Wand	A	U	0.90	0.50	0.5
Tawnos's Weaponry	Α	U	1.00	0.70	0.5
Tempest Efreet	R	R	3.00	3.00	2.2
Terror	В	C	0.25	0.20	0.1
Tetravus	A	R	4.50	3.00	2.9
The Brute	R	C	0.25	0.20	0.1
The Hive	A	R	3.00	2.90	2.1
The Rack	A G	U	1.00	1.00	1.0
Thicket Basilisk	Ü	R	1.00	1.00	0.6
Thoughtlace Throne of Bone	A	U	0.90	1.90 0.50	1.1
Timber Wolves	G	R	3.00	2.90	2.1
Time Elemental	ũ	R	5.60	4.10	3.0
Titania's Song	Ğ	R	3.00	2.90	2.1
Tranquility	G	C	0.25	0.20	0.1
Triskelion	Α	R	5.00	4.50 ♥	3.0
Tsunami	G	U	1.00	0.60	0.5
Tundra Wolves	W	C	0.25	0.20	0.1
Tunnel	R	U	0.90	0.50	0.5
Twiddle	U	С	0.25	0.20	U. I
Uncle Istvan	В	Ũ	1.00	1.00	1.0
Unholy Strength	В	C	0.25	0.20	0.1
Unstable Mutation Unsummon	U	C	0.25	0.20 0.15	0.1
Untamed Wilds	G	Ü	0.25	0.13	0.1
Urza's Avenger	A	R	3.00	3.00	2.0
Uthden Troll	R	Ü	0.90	0.50	0.5 2.9 0.5 0.1
Vampire Bats	В	C	0.25	0.00	0.1
Venom	G	C	0.25	0.20	0.1
Verduran Enchantress	G	R	3.80	3.00	2.9
Visions	W	U	1.00	0.60	0.5
Volcanic Eruption	U	R	3.00	3.00	2.6
Wall of Air	U	U	1.00	1.00	0.5
Wall of Bone	В	U	0.90	0.50	0.5
Wall of Brambles	G	U	0.90	0.50	0.5
Wall of Dust	R	U	1.00	0.80	0.5
Wall of Fire	R	U	0.90	0.50	0.5
Wall of Ice	G A	U	0.90	0.50	0.5
Wall of Spears Wall of Stone	R	C	0.25	0.20	0.
Wall of Swords	W	U	0.00	0.50	0.
Wall of Water	U	U	0.90	0.50	0.5
Wall of Wood	G	C	0.90	0.30	0.1
Wanderlust	G	Ü	0.25	0.20	0.5
War Mammoth	G	C	0.25	0.20	0.1
Warp Artifact	B	Ř	3.00	2.50	1.6
Water Elemental	Ü	Ü	0.90	0.50	0.5
Weakness	В	C	0.25	0.20	0.1
Web	G	R	3.00	3.00	0.5 0.1 2.9
Whirling Dervish	G	U	1.00	1.00	0.6
White Knight	W	U	1.20	1.00	0.6
White Mana Battery	A	R	3.80		0.5
White Ward	W	U	0.90	0.50	0.5
Wild Growth	u	С	0.25	0.20	0.1

Will-O-The-Wisp Winds of Change Winds of Change Winter Blast Winter Blast Winter Orb Wooden Sphere Wood of Binding Wrath of God Xenic Poltergeist Yotian Soldier Zephyr Falcon Zombie Master Total	B R G A B W B A U B	RRURUCRRCCR	5.00 3.00 1.00 5.00 0.90 0.25 8.00 3.00 0.25 0.25 3.80 859.30	4.90 3.00 0.80 5.00 0.50 0.20 8.00 3.00 0.25 3.00 549.95	3.30 2.90 0.50 4.20 0.50 0.10 7.20 2.60 0.10 0.10 3.00 443.75
TA G	35(0	2)	Fifth	



434 Cards

DD 1111111	001 DAD 1100		1.000
Edition Booster pack	4.00	4.00	3.50
Edition Starter deck		11.25 ▲	
Edition Booster Box		124.00 ▲	
Edition Starter Box		100.00 4	
Edition Set	246.00	203.00▼	198.00
	·	. 20	totores (iii

90	1.80	Will-O-The-Wisp	В	R	5.00	4.90	3.30
20 00	0.10 2.90	Winds of Change Winter Blast	R G	R U	3.00	3.00 0.80	2.90 0.50
20	0.10	Winter Orb	A	R	5.00	5.00	4.20
90 00	1.10 0.60	Wooden Sphere Word of Binding	A B	C	0.90	0.50 0.20	0.50
50	0.50	Wrath of God	W	R	8.00	8.00	7.20
00 20	2.60 0.10	Xenic Poltergeist Yotian Soldier	B A	R C	3.00 0.25	3.00 0.20	2.60
90	2.10	Zephyr Falcon	U	С	0.25	0.25	0.10
20 90	0.10 2.10	Zombie Master Total	В	R	3.80	3.00 549.95	3.00 443.75
50	0.50	Iviai	1 17		39.30		C 1 41 10
20 00	0.10 2.20	ANAGO	700	7		Fifth	
50	3.00	Tithe Gent	hore	more		Editio	
00	2.90 0.50	- Bus can			J 4	34 Ca	ras
90	6.60	5th Edition Set			46.00	203.00▼	198.00
20 20	0.10 ⁻ 0.10	5th Edition Starter Box 5th Edition Booster Box			22.00 35.00	100.00 A 124.00 A	96.00
00	4.00	5th Edition Starter deck			12.00	11.25 ▲	10.00
20 00	0.10 0.50	5th Edition Booster pack			4.00	4.00	3.50
20	0.10		COL	_	UPR	MED	LOW
20 20	0.10 0.10	Abbey Gargoyles Abyssal Specter	W B	U	1.00	0.80 1.00	0.50 1.00
50	0.50	Adarkar Wastes	L	R	6.80	6.00	5.60
00	2.20 4.00	Aether Storm Air Elemental	U	U	1.00	1.00	0.50 0.50
20	0.10	Akron Legionnaire	W	R	3.00	3.00	2.20
00 20	0.60 0.10	Alabaster Potion Aladdin's Ring	W	CR	0.25	0.25 2.20 A	0.10 2.00
50	8.30	Ambush Party	R	C	0.25	0.25	0.10
50 00	0.50 0.50	Amulet of Kroog Angry Mob	A W	Ü	0.25	0.25 1.00	0.10 0.50
50	0.50	An-Havva Constable	G	R	3.00	2.90	2.00
20 00	0.10 2.90	Animate Dead Animate Wall	B W	U R	1.00	1.00 3.00	0.50 2.20 2.20
00	2.90	Ankh of Mishra	Α	R	3.00	3.00	
00 50	3.00 0.50	Anti-Magic Aura Arenson's Aura	W	U	1.00	1.00	0.50 0.50
20	0.10	Armageddon Armor of Faith	W	R	6.80 0.25	6.00	5.10 0.10
00 .80	1.00 0.50	Ashes to Ashes	B	Ü	1.00	0.25	0.10
.40	4.00	Ashnod's Altar	A	U	1.00	1.00	0.50
50	0.50 0.50	Ashnod's Transmogrant Aspect of Wolf	A G	R	0.25 3.00	0.25 3.00	0.10 2.20
20	0.10	Atog	R	C	1.00	0.60 0.25	0.50
.20 .80	0.10 1.10	Aurochs Aysen Bureaucrats	W	C	0.25	0.25	0.10
.80 ▲	2.00	Azure Drake	U	U	1.00	0.60	0.50
.20 .15	0.10	Bad Moon Ball Lightning	B	R R	5.40 8.90	5.00 8.00	5.00 7.10
.10	1.00	Barbed Sextant	A	CR	0.25	0.25	0.10
.00	3.50 0.50	Barl's Cage Battering Ram	A	C	3.00	3.00 0.25	2.20 0.10
.70	0.50	Benalish Hero	W	C	0.25	0.25	0.10
.00	2.20 0.10	Binding Grasp Bird Maiden	R	C	1.00	1.00 0.25	0.60
.00	2.90	Birds of Paradise Black Knight	G B	R	15.00	13.25▼	12.00
.20	0.10 2.10	Blessed Wine	W	C	0.25	1.10 0.25	0.10
.00	1.00 0.60	Blight Blinking Spirit	B W	U R	1.00	0.60 ▼	0.50 3.00
.90	1.10	Blood Lust	R	C	0.25	0.25	0.10
.50 .90	0.50 2.10	Bog Imp Bog Rats	В	C	0.25	0.25 0.25	0.10
.10	3.00	Bog Wraith	В	U	1.00	0.60	0.50
.90 .20	2.10 0.10	Boomerang Bottle of Suleiman	A	C R	0.25 3.00	0.25 2.90	0,10 2.00
.50 ₹	3.00	Bottomless Vault	L	R	3.00	3.00	2.20
.60 .20	0.50 0.10	Brainstorm Brainwash	W	C	0.25	0.25 0.25	0.15 0.10
.50	0.50	Brassclaw Orcs	R	C	0.25	0.25	0.10
.20	0.10 1.00	Breeding Pit Broken Visage	B	UR	1.30	1.00	1.00
.20	0.10	Brothers of Fire	R	C	0.25	0.25	0.10
.20	0.10	Brushland Carapace	L	R	6.00 0.25		5.00 0.10
.50	0.50	Caribou Range	W	R	3.00	3.00	2.20
.00	2.90 0.50	Carrion Ants Castle		U		0.60	0.60
.20	0.10	Cat Warriors	G	C	0.25	0.25	0.10
.20	0.10 2.90	Cave People Chub Toad	G	C	0.25	0.25	0.50
.60	0.50	Olivela of Duntantians Artifonta	W	1.1	4 00	1.00	0.50
.00	2.60 0.50	Circle of Protection: Blue	W	C	0.25	0.25	0.10
.50	0.50	Circle of Protection; Adulatis Circle of Protection: Black Circle of Protection: Blue Circle of Protection: Green Circle of Protection: Red Circle of Protection: White City of Brass	W	C	0.25 0.25		0.10
.80	0.50 0.50	Circle of Protection: White	W	C	0.25	0.25	0.10
.50	0.50 0.50	City of Brass Clay Statue	L A	R	7.00 0.25	0.00	0.00
.50	0.10	Cloak of Confusion	В	Č	0.25	0.25	0.10
.50	0.50 0.50	Clockwork Beast Clockwork Steed	A	R	3.00	2.90	2.00
.50	0.50	Cockatrice	G	R	3.40	3.00	2.20
20	0.10	Colossus of Sardia	A	R	4.40	4.00	3.30
.50	0.50 0.10	Conquer Coral Helm	A	R		2.90	
.50 🛦	1.60	Counterspell	U	C	0.45 1.00		0.25 0.50
.50	0.50 0.10	Craw Giant Craw Wurm	G	C	0.25	0.25	0.10
.00	2.90 0.60	Crimson Manticore Crown of the Ages	R	R	3.50	3.00	2.30
.00	0.60	Crumble	G	U	1.00	0.60	0.50
.00	2.20 0.50	Crusade Crystal Rod	A	R	6.00 1.00	5.00 0.60	5.00 0.50
.20	0.10	Cursed Land	В	U	1.00	0.60	0.50
vail	lable r	now from your loca	l g	an	ne re	etaile	r



Diabolic Machine Dingus Egg Disenchant Disintegrate Disrupting Scepter Divine Offering Divine Transformation Dragon Engine Drain Life Drain Power Drudge Skeletons Durkwood Boars Dust to Dust Dwarven Catapult Dwarven Catapult Dwarven Hold Dwarven Ruins Dwarven Soldier Dwarven Warriors Earthquake Ebon Stronghold Elder Druid Elkin Bottle Elven Riders Errs Raiders Errantry Elernal Warrior Eirl By Groms-by-Gore Evil Presence Eye for an Eye Fallen Angel Fear Feadback Feldon's Cane Fellwar Stone Feroz's Ban Fire Drake Hreball Firebreathing Flame Spirit Flare Flashfires Flight Flood Flying Carpet Fog Force of Nature Force Spike Forest (4 versions) Forget Fountain of Youth Foxfire Frozen Shade Funeral March Fungusaur Fyndhorn Elder Game of Chaos Gaseous Form Gauntlets of Chaos Gaseous Form Goblin Hero Goblin March Fungusaur Fyndhorn Elder Game of Chaos Gaseous Form Gauntlets of Chaos Gaseous Form Goblin War Drums Goblin War Drum	Dancing Scimitar Dandan Dandan Dark Maze Dark Ritual D'Avenant Archer Death Speakers Death Ward Deathgrip Deflection Derelor Desert Twister Detonate Diabolic Machine Dingus Egg Disenchant Disintegrate Disrupting Scepter Divine Offering Divine Transformation Dragon Engine Drain Life
A	A R 3.00 3.00 W C 0.25 0.25 R C 0.25 0.25 A R 3.40 3.00 W U 1.00 1.00 A R 3.00 2.90 B C 0.25 0.25
0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10	2.20 0.10 0.10 0.25 0.10 0.10 0.50 3.30 0.50 0.50 0.50 0.50 0.50 0.5
Island Sanctuary Ivory Cup	Ivory Cup Ivory Guardians Jade Monolith Jalum Tome Jandor's Saddlebags Jayemdae Tome Jester's Cap Johtull Wurm
M R R 3.00 A M R R 3.00 A A R R 3.00 A A R R 3.00 A A R R 3.00 B C D 1.00 B C	A U 1.00 W U 1.00 A R 3.00 A R 3.00 A R 3.00 A R 7.00 G U 1.00
3.50 0.60 3.00 2.90 1.00 0.80 0.80	0.60 0.60 3.00 3.00 2.90 3.00 6.70
0.50	0.50 0.50 2.20 2.20 2.10 2.90 5.30 0.50
Reef Pirates Regeneration Remove Soul Repentant Blacksmith Reverse Damage Righteousness Rod of Ruin Sabretooth Tiger Sacred Boon Samite Healer Sand Silos Scaled Wurm Scathe Zombies Scavenger Folk Scryb Sprites Sea Serpent Sea Sprite Seasinger Segovian Leviathan Sengir Autocrat Seraph Serpent Generator Serra Pestiany Serra Paladin Shanodin Dryads Shapeshifter Shatter Sha	Regeneration Remove Soul Repentant Blacksmith Reverse Damage Righteousness Rod of Ruin Ruins of Trokair Sabretooth Tiger
U C 0.22 G C 0.23 W C 0.22 W C 0.22 W R 3.00 A U 1.00 B C 0.22 U U U 1.00 U U 1.	G C 0.25 U C 0.25 W C 0.25 W R 3.00 W R 3.00 A U 1.00 L U 1.00 R C 0.25
3 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	0.60 0.60 0.25 0.25 0.25 0.25 0.100 0.60 0.25
0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10	0.10 0.10 0.10 2.20 2.00 0.50 0.50 0.10
Wrath of God Wyluli Wolf Wrath of God Wyluli Wolf Warth of God Wyluli Wolf Weirding Todal Classic Set Classic Set Classic Starter Classic Starter Box Classic Booster Box Abduction Abyssal Hunter Abyssal Specter Addrarar Wastes Active Talemental Aladdin's Ring Amber Prison Anaba Bodyguard Anaba Shaman Ancestral Memories Animate Wall Ankh of Mishra Archangel Bridght Archangel Bridght	Wyluli Wolf Xenic Poltergeist Zephyr Falcon Zombie Master Zur's Weirding Total
W R 7.80 G R 3.40 G R 3.40 U C 0.25 U R 3.40 691.85 62 101.00 91.00 8 10.00 91.00 10.00 91.00 10.00 8 10.00 9 10.00	B R 3.00 B C 0.25 G U 1.00 W U 1.50 G C 0.25 U U 1.00 R R 3.00 G U 1.00 A R 5.00 G U 1.00 R U 1.00 R U 1.00 B R 3.40 B R 3.40 U C 0.25 B R 3.40 U R 3.40 G R 3.40 B R 3.40 G R 3.40
6.50	3.00 2.90 3.00 2.20 0.25 0.15 3.00 2.90 3.00 2.90



Dwarven Ruins	L	U	0.80	0.50	0.50
Early Harvest	G	Ř	4.00	3.80 ▲	3.00
	Ř	R			
Earthquake			5.00	4.50 ▲	4.00
Ebon Stronghold	L	U	0.80	0.50	0.50
Ekundu Griffin	W	C	0.25	0.15	0.10
Elder Druid	G	R	3.00	3.00	2.00
Elven Cache	G	C	0.25	0.15	0.10
Elven Riders	Ğ	Ŭ	1.00	0.50	0.50
Elvish Archers	G	R	4.00	3.00	2.50
Enfeeblement	В	C	0.25	0.15	0.10
Enlightened Tutor	W	U	2.50	1.50	1.20
Ethereal Champion	W	R	3.00	3.00	2.80
Evil Eye of Orms-by-Gore	В	U	1.00	0.90	0.50
Exile	W	Ř	5.00	3.80▲	3.00
			2.00	2.00	
Fallen Angel	В	R	3.50	3.00	3.00
Fallow Earth	G	U	1.00	0.50	0.50
Familiar Ground	G	U	1.00	0.50	0.50
Fatal Blow	В	C	0.25	0.25	0.10
Fear	В	Č	0.25	0.15	0.10
Feast of the Unicorn	В	Č	0.25	0.15	0.10
	G				
Femeref Archers		Ū	1.00	0.50▼	0.50
Feral Shadow	В	C	0.25	0.15	0.10
Fervor	R	R	4.00	3.30	3.00
Final Fortune	R	R	4.00	4.00	3.80
Fire Diamond	A	Ü	1.20	1.00	0.90
Fire Elemental	R	Ŭ	0.50	0.50	0.45
			0.30	0.50	
Firebreathing	R	C	0.25	0.15	0.10
Fit of Rage	R	C	0.25	0.15	0.10
Flame Spirit	R	C	0.25	0.15	0.10
Flash	U	R	3.00	3.00	2.50
Flashfires	R	Ü	1.00	0.50	0.45
Flight	Ü	C	0.25	0.15	0.10
Flying Carpet	Α	R	3.00	2.80 4	1.00
Fog	G	C	0.25	0.15	0.10
Fog Elemental	U	C	0.25	0.15	0.10
Forbidden Crypt	В	R	3.00	3.00	3.00
Forest (4 versions)	L	Ĺ	0.15	0.10	0.10
Forest (4 Versions)	Ü	R		2.80	
Forget			3.00		2.00
Fountain of Youth	A	U	0.80	0.50	0.50
Fyndhorn Brownie	G	C	0.25	0.15	0.10
Fyndhom Elder	G	U	1.00	0.90	0.50
Gaseous Form	U	C	0.25	0.15	0.10
Giant Growth	G	Č	0.25	0.25	0.10
	Ğ	Č	0.25	0.15	0.10
Giant Spider					
Giant Strength	R	C	0.25	0.15	0.10
Glacial Wall	U	U	1.00	0.50	0.50
Glasses of Urza	A	U	0.50	0.50	0.45
Goblin Digging Team	R	C	0.25	0.15	0.10
Goblin Elite Infantry	R	C	0.25	0.15	0.10
Goblin Hero	R	C	0.25	0.15	0.10
	R	R			
Goblin King			4.00	3.80	3.50
Goblin Recruiter	R	U	1.00	1.00	0.90
Goblin Warrens	R	R	3.00	3.00	2.80
Gorilla Chieftain	G	C	0.25	0.15	0.10
Gravebane Zombie	В	U	0.50	0.50	0.25
	В	Č	0.25	0.15	0.10
Gravedigger		R			2.00
Greed	В		3.00	2.80	
Grinning Totem	A	R	5.00	4.90	4.00
Grizzly Bears	G	C	0.25	0.15	0.10
Hammer of Bogardan	R	R	10.00	7.80 🛦	7.00
Harmattan Efreet	Ü	U	0.50	0.50	0.50
Havenwood Battleground	L	Ü	0.80	0.50	0.50
	W	C	0.25	0.15	0.10
Healing Salve				0.15	
Heavy Ballista	W	U	0.50		0.50
Hecatomb	В	R	4.00	3.00	2.80
Hero's Resolve	W	C	0.25	0.15	0.10
Hidden Horror	В	U	1.00	0.90	0.50
Homed Turtle	Ū	C	0.25	0.15	0.10
Howl from Beyond	В	Č	0.25	0.15	0.10
	A	R	6.00	5.40	5.00
Howling Mine	A			0.70	
Hulking Cyclops	H	U	1.00	0.70	0.50
Hurricane	G	R	3.00	3.00	2.80
Icatian Town	W	R	3.00	3.00	2.00
Illicit Auction	R	R	3.50	3.00	2.80
Infantry Veteran	W	C	0.25	0.15	0.10
Infernal Contract	В	R	3.00	3.00	3.00
Inferno	R	R	4.00	3.30	3.00
Insight	U	U	0.80	0.50	0.50
Inspiration	U	C	0.25	0.15	0.10
Iron Star	A	U	0.50	0.50	0.45
Island (4 versions)	L	L	0.15	0.10	0.10
Ivory Cup	A	Ū	0.50	0.50	0.45
Jade Monolith	A	R	3.00	3.00	2.00
			-		

""5					
Jalum Tome	A	R	3.00	3.00	2.00
Jayemdae Tome	A	R	3.00	3.00	2.00
Jokulhaups	R	R	5.00	4.70 ▲	3.50
Juxtapose	U	R	3.00	3.00	2.50
Karplusan Forest Kismet	L	R U	7.00 1.00	5.30▼ 0.90	5.00 0.50
Kjeldoran Dead	В	Č	0.25	0.15	0.10
Kjeldoran Royal Guard	W	R	4.00	3.00	2.00
Lead Golem	A	U	0.90	0.50	0.50
Leshrac's Rite Library of Lat-Nam	B	U R	0.50 5.00	0.50 3.00	0.50 2.80
Light of Day	W	Ü	1.00	1.00	0.50
Lightning Blast	R	C	0.25	0.15	0.10
Living Lands	G	R	3.00	3.00	2.00
Llanowar Elves Longbow Archer	G W	C	0.30 2.00	0.25 1.20	0.25 1.00
Lord of Atlantis	Ü	R	4.00	4.00	3.50
Lost Soul	В	C	0.25	0.15	0.10
Lure	G	U	1.00	0.50	0.50
Mana Prism Mana Short	A	U R	0.80 4.00	3.00	0.50 2.80
Manabarbs	R	R	3.00	2.80 🛦	2.00
Marble Diamond	A	U	1.00	1.00	0.80
Maro	G	R	5.00	4.70 ▲	3.00
Meekstorie Memory Lapse	A	R	3.00 0.25	2.80 ▲ 0.25	2.00 0.15
Merfolk of the Pearl Trident	Ü	Č	0.25	0.15	0.10
Mesa Falcon	W	C	0.25	0.15	0.10
Millstone	A	R	5.00	5.00	5.00
Mind Warp Mischievous Poltergeist	B	U	1.00	0.50 ÷ 0.50	0.50 0.50
Moss Diamond	A	U	1.00	1.00 ≥	0.80
Mountain (4 versions)	L	L	0.15	0.10	0.10
Mountain Goat	R	C	0.25	0.15	0.10
Mystic Compass	A	U	1.00	0.80	0.50
Mystical Tutor Nature's Resurgence	G	U R	1.20	1.00 3.00	1.00
Necrosavant	В	R	4.00	3.80 ▲	3.00
Nightmare	В	R	5.00	4.50 ▲	4.00
Obsianus Golem	A	U	1.00	0.50	0.50
Orcish Artillery	R	U	1.00	0.50 0.50	0.45 0.45
Orcish Oriflamme Order of the Sacred Torch	W	R	3.50	3.00	2.80
Ornithopter	A	Ü	1.00	0.50	0.45
Pacifism	W	C	0.25	0.15	0.10
Painful Memories	B G	C	0.25	0.15	0.10
Panther Warriors Patagia Golem	A	C	0.25	0.15	0.10
Pearl Dragon	W	Ř	5.00	4.50 ▲	3.00
Pentagram of the Ages	Α	R	3.00	3.00	2.00
Perish	В	U	1.20	1.00	1.00
Pestilence Phantasmal Terrain	B	C	1.00	0.50	0.45
Phantom Warrior	ŭ	Ü	1.20	1.00	0.50
Phyrexian Vault	Α	U	1.00	0.80	0.50
Pillage	R	Ų	2.00	1.00	1.00
Plains (4 versions)	L	L R	0.15 4.00	0.10 3.00	0.10 2.80
Polymorph Power Sink	Ŭ	Ü	1.00	0.50	0.45
Pradesh Gypsies	G	C	0.25	0.15	0.10
Primal Clay	A	R	3.00	2.20 🛦	1.00
Prodigal Sorcerer	U	C	0.25	0.15 1.00	0.10 1.00
Prosperity Psychic Transfer	Ü	R	1.00	3.00	2.80
Psychic Venom	U	C	0.25	0.15	0.10
Pyrotechnics	R	C	0.25	0.25	0.15
Python Radjan Spirit	G	C	0.25	0.15	0.10
Rag Man	В	R	3.00	2.60	2.00
Raging Goblin	R	C	0.25	0.15	0.10
Haise Dead	В	C	0.25	0.15	0.10
Rampant Growth	G B	C	0.25	0.15	0.10
Razortooth Rats Recall	Ü	R	3.00	0.15 3.00	0.10 3.00
Reckless Embermage	R	R	3.00	3.00	2.50
Redwood Treefolk	G	C	0.25	0.15	0.10
Regal Unicorn	W	C	0.25	0.15 0.15	0.10
Regeneration Relearn	U	Ü	1.00	0.13	0.10
Relentless Assault	R	R	5.00	4.00	3.00
Remedy	W	C	0.25	0.15	0.10
Remove Soul	U	C	0.25	0.15	0.10
Reprisal Resistance Fighter	W	C	0.50 0.25	0.50 0.15	0.50
Reverse Damage	W	Ř	3.00	3.00	2.00
River Boa	G	U	1.00	1.00	1.00
Rod of Ruin	A	Ū	1.00	0.50	0.50
Rowen Ruine of Trokair	G L	R	4.00 1.00	3.00 0.70	2.00 0.50
Ruins of Trokair Sabretooth Tiger	Ř	C	0.25	0.75	0.10
Sage Owl	U	C	0.25	0.15	0.10
Samite Healer	W	C	0.25	0.15	0.10
Scaled Wurm	G B	C	0.25	0.15 0.15	0.10
Scathe Zombies Sea Monster	Ü	C	0.25	0.15	0.10
Segovian Leviathan	U	U	0.50	0.50	0.50
Sengir Autocrat	В	R	3.00	3.00	2.00
Serenity Serra's Blassing	W	R	4.00	3.50 4	3.00
Serra's Blessing Shanodin Dryads	G	C	1.00 0.25	1.00 0.15	0.90
Shatter	R	C	0.25	0.15	0.10
Shatterstorm	R	R	3.00	3.00	2.50
Shock Cibilent Cairit	R	C	0.25	0.25	0.25
Sibilant Spirit Skull Catapult	U	R U	3.00	3.00 0.50	2.80 0.50
Sky Diamond	A	Ü	1.00	0.90	0.50
Snake Basket	A	R	5.00	3.80	3.00
Soldevi Sage	U	U	1.00	0.70	0.50
Soul Net Spell Blast	A	C	1.00 0.25	0.50	0.50
rkliete con the C			0.20	5110	3.10

		-		-	
Spirit Link	W	U	1.50	1.00	0.90
Spitting Drake	R	Ü	1.00	0.90	0.50
Spitting Earth	R	C	0.25	0.15	0.10
Stalking Tiger	G	Č	0.25	0.15	0.10
Standing Troops	W	Č	0.25	0.15	0.10
Staunch Defenders	W	Ŭ	1.00	0.50	0.50
Stone Rain	R	C	0.25	0.15	0.10
Storm Cauldron	A	Ř	3.30	3.00	2.60
Storm Crow	ű	C	0.25	0.15	0.10
Strands of Night	В	IJ	0.80	0.13	0.10
Stream of Life	G	C	0.00	0.50	0.10
	В	R	4.00	3.00	2.00
Stromgald Cabal	В				
Stupor Culturous Carings	L	U R	1.20	1.00	0.90
Sulfurous Springs	G		7.00	5.50▼	5.00
Summer Bloom	W	U	1.00	1.00	0.50
Sunweb		R	4.90	3.00	3.00
Svyelunite Temple	L	U	0.80	0.50	0.50
Swamp (4 versions)	L	L	0.15	0.10	0.10
Syphon Soul	В	C	0.25	0.15	0.10
Talruum Minotaur	R	C	0.25	0.15	0.10
Tariff	W	R	3.00	3.00	2.80
Teferi's Puzzle Box	A	R	4.00	3.00	2.80
Terror	В	C	0.25	0.15	0.10
The Hive	A	R	3.00	2.80	2.00
Thicket Basilisk	G	U	1.00	0.50	0.50
Throne of Bone	A	U	0.50	0.50	0.45
Tidal Surge	U	C	0.25	0.15	0.10
Trained Armodon	G	C	0.25	0.15	0.10
Tranquil Grove	G	R	5.00	3.00	3.00
Tranquility	G	C	0.25	0.15	0.10
Tremor	R	C	0.25	0.15	0.10
Tundra Wolves	W	C	0.25	0.15	0.10
Uktabi Orangutan	G	U	1.20	1.00	1.00
Uktabi Wildcats	G	R	5.00	3.30	3.00
Underground River	L	R	7.00	6.00	5.00
Unseen Walker	G	Ū	0.50	0.50	0.50
Unsummon	U	C	0.25	0.15	0.10
Untamed Wilds	G	U	0.50	0.50	0.50
Unyaro Griffin	W	U	0.50	0.50	0.50
Vampiric Tutor	B	R	9.00	8.00	8.00
Venerable Monk	G	C	0.25	0.15	0.10
Verduran Enchantress	R	R	3.00 0.50	3.00 0.50	2.80 0.50
Vertigo Viashino Warrior	R		0.30	0.15	0.10
Vitalize	G	C	0.25	0.15	0.10
Vodalian Soldiers	Ü	C	0.25	0.25	0.10
Volcanic Dragon	R	R	6.00	5.00	4.00
Volcanic Grayon Volcanic Geyser	R	Ü	1.00	1.00	0.50
Waiting in the Weeds	G	R	4.00	3.00	2.80
Wall of Air	Ü	Ü	1.00	0.50	0.45
Wall of Fire	R	IJ	0.50	0.50	0.45
Wall of Swords	w	Ü	0.50	0.50	0.50
Wand of Denial	A	R	4.90	3.00	3.00
Warmth	W	ΰ	1.00	1.00	0.50
Warrior's Honor	W	C	0.25	0.15	0.10
Warthog	G	Ŭ	1.00	0.90	0.50
Wild Growth	Ğ	Č	0.25	0.15	0.10
Wind Drake	ŭ	Č	0.25	0.15	0.10
Wind Spirit	Ü	Ü	1.00	0.50	0.10
Wooden Sphere	A	IJ	0.50	0.50	0.45
Worldly Tutor	G	U	1.20	1.00	0.43
Wrath of God	W	R	8.00	8.00	6.50
Wyluli Wolf	G	R	3.00	3.00	2.80
Zombie Master	В	R	4.00	3.80	3.00
Zur's Weirding	ŭ	R	3.00	3.00	2.80
Total			04.65	502.40	419.25
gar accessor and a company		0000	are .	- OE ITO	110.20
Sev	IP	n	th	6	
361	U			(7/	
BAN EN	iti	-	12		
	ıtı	0		350 C	arde

Euitivii 350 Cards

Contractive of the Contractive o	extricit his construent of the		3 500 NY
Seventh Edition Set	535.00	448.00	350.0
Seventh Edition Foil Set	1,850.00 1	797.5041	,596.2
Seventh Edition Starter Box	110.00	95.00	95.0
Seventh Edition Booster Box	110.00	90.00	82.5
Seventh Edition Starter deck	10.00	10.00	9.5
Seventh Edition Booster pac	k 3.40	3.30	3.0
Rare Foil Card	10.00	8.00	5.0
Uncommon Foil Card	4.50	3.00	1.8
Common Foil Card	1.00	1.00	0.5
TOP FOIL CARDS	COL RAR UPR	MED	LO
Adarkar Wastes	L R 20.00	17.00	10.0

Seventh Edition Set		535.00	448.00	350.00
Seventh Edition Foil Set	1		,797.50 <u>1</u>	
Seventh Edition Starter Box		110.00	95.00	95.00
Seventh Edition Booster Box		110.00	90.00	82.50
Seventh Edition Starter deck		10.00	10.00	9.50
Seventh Edition Booster pack		3.40	3.30	3.00
Rare Foil Card		10.00	8.00	5.00
Uncommon Foil Card		4.50	3.00	1.80
Common Foil Card		1.00	1.00	0.50
Common Foll Card		1.00	1.00	0.00
TOP FOIL CARDS	COL	RAR UPR	MED	LOW
Adarkar Wastes	L	R 20.00		10.00
Birds of Paradise	G	R100.00		
Brushland	L	R 20.00	15.00	12.00
City of Brass	L	R 25.00	15.00	12.00
Coat of Arms	Α	R 35.00	25.00	12.00
Glorious Anthem	W	R 15.00		9.00
Howling Mine	A	R 15.00		
Karplusan Forest	L	R 20.00		12.00
Serra Angel	W	R 55.00	45.00 4	35.00
Shivan Dragon	R	R 34.75	25.00	20.00
Sulfurous Springs	L	R 20.00	15.00	12.00
Underground River	ī	R 20.00		14.00
				40.00
Wrath of God	W	R 50.00	50.00	40.00
CARD NAME	COL	RAR UPR	MED	LOW
	-			
Abyssal Horror	В	R 4.00		3.00
Ahvecal Spector	R	11 100	1.00	0.60

CARO NAME	COL	RAR	UPR	MED	LOV
Abyssal Horror	В	R	4.00	3.50	3.00
Abyssal Specter	В	U	1.00	1.00	0.60
Adarkar Wastes	L	R	7.00	6.00	5.30
Æther Flash	R	U	1.00	1.00	0.50
Agonizing Memories	В	U	1.00	0.50	0.50
Air Elemental	U	U	1.00	0.80	0.50
Aladdin's Ring	A	R	3.00	3.00	1.40
Anaconda	G	U	1.00	0.60	0.50
Ancestral Memories	U	R	3.90	3.00	3.00
Ancient Silverback	G	R	4.80	4.00	3.30
Angelic Page	W	C	0.25	0.20	0.10

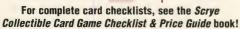
Arcane Laboratory Archivist	U	U R	1.00	0.90 4.00	0.50 3.10
Ardent Militia	W	U	1.00	0.50	0.50
Balduvian Barbarians Baleful Stare	U	C	0.25 1.00	0.20	0.10 0.50
Beast of Burden Bedlam	AR	R R	5.10	3.00	3.00
Befoul	В	U	1.00	0.50	0.50
Bellowing Fiend	B	R R	4.50	3.00	2.60
Benthic Behemoth Bereavement	В	U	4.80	3.00 0.90	3.00 0.50
Birds of Paradise Blanchwood Armor	G	R U	15.00	15.00	13.25
Blaze	R	U	1.00	1.00	0.60
Blessed Reversal Blood Pet	W	R	4.80 0.25	3.30 V 0.20	3.00
Bloodshot Cyclops	R	R	4.00	3.00	0.10 3.00
Bog Imp Bog Wraith	B	C	0.25 1.00	0.20	0.10
Boil	R	Ü	1.20	0.50 1.00	0.30
Boomerang Breath of Life	W	C	1.00	0.20	0.10
Brushland	L	R	6.00	6.00	6.00
Bull Hippo Caltrops	G	U	1.00	0.60	0.50
Canopy Spider	G	C	0.25	0.20	0.10
Castle Charcoal Diamond	W	U	1.00	0.50	0.30
Circle of Protection: Black	W	C	0.25	0.20	0.10
Circle of Protection: Blue Circle of Protection: Green	W	C	0.25	0.20	0.10 0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10
Circle of Protection: White City of Brass	W	C R	0.25 7.00	0.20	0.10 5.30
Cloudchaser Eagle	W	C	0.25	6.00 0.20	0.10
Coat of Arms	A	R	15.00	11.00	9.30
Compost Confiscate	U	U	1.00	1.00	0.80
Coral Merfolk	U	C	0.25	0.20	0.10
Corrupt Counterspell	B	C	0.25	0.25 0.25	0.10
Creeping Mold	G	U	1.40	1.00	0.60
Crimson Hellkite Crossbow Infantry	R	R	7.00	6.00 0.20	4.30 0.10
Crypt Rats	В	U	1.00	0.80	0.50
Crystal Rod Dakmor Lancer	A B	U,	1.00	0.50	0.30 0.50
Daring Apprentice	U	R	3.60	3.00	2.60
Dark Banishing Darkest Hour	B	C R	0.25 4.80	0.20 3.90	0.10 3.00
Deflection	U	R	4.80	4.00	3.30
Delusions of Mediocrity Dingus Egg	A	R	4.80	3.80	3.00
Disenchant	W	C	0.25	0.25	0.10
Disorder Disrupting Scepter	R	U R	1.00	0.90 3.00	0.50 2.60
Dregs of Sorrow	В	R	4.00	3.10	3.00
Drudge Skeletons Duress	B	C	0.25	0.20 0.25	0.10 0.20
Eager Cadet	W	C	0.25	0.20	0.10
Early Harvest Earthquake	G	R R	4.00 5.80	3.90 5.00	3.10 4.30
Eastern Paladin	В	R	4.80	3.10	3.00
Elder Druid Elite Archers	G	R R	3.60 4.00	3.00	1.40 3.00
Elvish Archers	G	R	4.60	3.30	3.00
Elvish Champion Elvish Lyrist	G	R U	5.90	5.00 0.80	5.00 0.50
Elvish Piper	G	R	7.00	6.00	4.90
Engineered Plague Ensnaring Bridge	A	R	6.40	1.00 5.90	5.00
Equilibrium	U	R	4.80	4.00	3.00
Evacuation Fallen Angel	U B	R R	4.80	3.60	3.00 3.00
Familiar Ground	G	U	1.00	0.60	0.50
Fear Femeref Archers	B G	C	0.25 1.00	0.20 1.00	0.10 0.50
Feroz's Ban	A	R	3.00	3.00	1.40
Fervor Fighting Drake	R	R U	3.80 1.00	3.00 0.50	3.00 0.50
Final Fortune	R	R	4.00	3.40	3.00
Fire Diamond Fire Elemental	A	U	1.40	1.00 0.50	0.60
Fleeting Image	U	R	4.00	3.30 V 0.20	3.00
Flight Flying Carpet	A	C R	0.25 3.00	3.00	0.10 1.30
Fog	G	C	0.25	0.20	0.10
Force Spike Forest (4 versions)	L	C	0.25 0.15	0.25	0.10 0.10
Foul Imp	В	U	1.00	0.60	0.50
Fugue Fyndhorn Elder	G	U	1.00 1.00	0.80	0.50 0.50
Gang of Elk	G	U	1.00	0.60	0.50
Gerrard's Wisdom Ghitu Fire-Eater	R	U	1.00	0.60	0.60 0.50
Giant Cockroach	B	C	0.25	0.20	0.10
Giant Growth Giant Octopus	G	C	0.25	0.25	0.10 0.10
Giant Spider	G	C	0.25	0.20	0.10
Glacial Wall Glorious Anthem	W	U R	1.00 6.80	0.80 5.80	0.50 5.00
Goblin Chariot	R	C	0.25	0.20	0.10
Goblin Digging Team Goblin Elite Infantry	R	C	0.25	0.20	0.10 0.10
Goblin Gardener	R	C	0.25	0.20	0.10
Goblin Glider Goblin King	R	U R	1.00 5.00	0.50 4.00	0.50 3.30
Goblin Matron	R	Ü	1.00	0.50	0.50
			-	Charge march and the	



Goblin Raider	R	C	0.25	0.20	0.10	Regeneration	G	C 0.25	0.20	0.10
Goblin Spelunkers Goblin War Drums	R	C	0.25	0.20	0.10	Relentless Assault Remove Soul	R	R 5.00 C 0.25	4.10 0.20	3.30 0.10
Gorilla Chieftain	G	C	0.25	0.20	0.10	Reprisal	W	U 1.00	0.60	0.50
Grafted Skullcap Granite Grip	A R	R	5.40 0.25	3.90 0.20	3.00 0.10	Reprocess Revenant	B	R 3.80 R 4.80	3.00 3.30	3.00
Grapeshot Catapult	A	U	1.00	0.50	0.50	Reverse Damage	W	R 4.00	3.30	2.30
Gravedigger Greed	B	C R	0.25 3.80	0.20 3.00	0.10 2.10	Rod of Ruin Rolling Stones	A W	U 1.00 R 3.90	0.50 3.10	0.50 3.00
Grizzly Bears	G	C	0.25	0.20	0.10	Rowen	G	R 4.00	3.60	3.00
Healing Salve Heavy Ballista	W	C	0.25	0.20	0.10 0.50	Sabretooth Tiger	R	C 0.25 R 5.00	0.20	0.10 3.00
Hibernation	U	U	1.00	1.00	1.00	Sacred Ground Sacred Nectar	W	C 0.25	4.10 0.20	0.10
Hill Giant	R B	C	0.25	0.20	0.10	Sage Owl	U	C 0.25 C 0.25	0.20	0.10
Hollow Dogs Holy Strength	W	C	0.25	0.20	0.10 0.10	Samite Healer Sanctimony	W	C 0.25 U 1.00	0.20 1.00	0.10 0.60
Honor Guard	W	C	0.25	0.20	0.10	Scathe Zombies	В	C 0.25	0.20	0.10
Horned Turtle Howl from Beyond	B	C	0.25	0.20	0.10 0.10	Scavenger Folk Sea Monster	G	U 1.00 C 0.25	0.50	0.30
Howling Mine	A	R	6.80	6.00	5.10	Seasoned Marshal	W	U 1.00	0.60	0.50
Hurricane Impatience	G	R R	3.90	3.10	2.30 3.00	Seeker of Skybreak Seismic Assault	G R	C 0.25 R 5.00	0.20 5.00	0.10 3.30
Infernal Contract	В	R	3.80	3.00	3.00	Serpent Warrior	В	C 0.25	0.20	0.10
Interno Inspiration	R	R	4.80 0.25	3.00 0.20	3.00 0.10	Serra Advocate Serra Angel	W	U 1.00 R 9.60	0.90	0.50
Intrepid Hero	W	R	4.80	3.50 ▼	3.00	Serra's Embrace	W	U 1.00	6.50 ▼ 1.00	6.00 0.60
Iron Star Island (4 versions)	A	U	1.00	0.50 0.10	0.30 0.10	Shanodin Dryads	G	C 0.25 C 0.25	0.20	0.10
Ivory Cup	Ä	Ū	1.00	0.50	0.30	Shatter Shield Wall	W	C 0.25	0.20	0.10
Jalum Tome	A	R R	3.00	3.00	2.30	Shivan Dragon	R	R 10.00	9.00	7.30
Jandor's Saddlebags Jayemdae Tome	A	R	3.00	3.00	1.40 3.00	Shock Sisay's Ring	R A	C 0.30 U 1.00	0.25 0.50	0.10 0.50
Karplusan Forest	L	R	6.80	6.00	5.00	Sky Diamond	Α	U 1.00	1.00	0.60
Kjeldoran Royal Guard Knight Errant	W	R	3.90 0.25	3.00 0.20	2.30 0.10	Skyshroud Falcon Sleight of Hand	W	C 0.25 C 0.25	0.20 0.25	0.10 0.10
Knighthood	W	U	1.00	0.60	0.50	Soul Feast	В	U 1.00	0.90	0.50
Lava Axe Leshrac's Rite	B	C	0.25	0.25	0.10 0.50	Soul Net Southern Paladin	A	U 1.00 R 4.80	0.50	0.50
Levitation	U	Ü	1.00	0.50	0.50	Spellbook	A	R 4.80 U 1.00	3.10 1.00	3.00 0.60
Lightning Blast Lightning Elemental	R	C	0.25	0.20	0.10	Spined Wurm	G	C 0.25	0.20	0.10
Lianowar Elves	G	C	0.25	0.20 0.25	0.10 0.25	Spineless Thug Spirit Link	B	C 0.25 U 1.00	0.20 1.00	0.10
Lone Wolf	G	C	0.25	0.20	0.10	Spitting Earth	R	C 0.25	0.20	0.10
Longbow Archer Looming Shade	W	C	1.40	1.00	1.00 0.10	Squall Standing Troops	G W	C 0.25 C 0.25	0.20 0.20	0.10 0.10
Lord of Atlantis	U	R	4.90	4.00	3.30	Starlight	W	U 1.00	0.50	0.50
Lure Mahamoti Djinn	G	U R	1.00	0.80 5.50	0.50 4.60	Static Orb Staunch Defenders	A W	R 5.80 U 1.00	5.00 0.80	4.30 0.50
Mana Breach	U	U	1.00	0.60	0.50	Steal Artifact	U	U 1.00	0.50	0.50
Mana Clash Mana Short	R	R R	3.80 4.50	3.00	2.10 3.00	Stone Rain	R	C 0.25	0.20	0.10
Marble Diamond	Α	Ü	1.00	1.00	0.60	Storm Cauldron Storm Crow	A	R 3.90 C 0.25	3.10 0.20	3.00 0.10
Maro Master Healer	G	R	5.00	5.00	4.00	Storm Shaman	R	U 1.00	0.60	0.50
Master Healer Mawcor	W	R	3.80 4.00	3.00 3.10	3.00	Strands of Night Stream of Life	B	U 1.00 C 0.25	0.60 0.20	0.50 0.10
Meekstone	A	R	4.80	3.30	3.00	Stronghold Assassin	В	R 5.00	3.80	3.00
Megrim Memory Lapse	B	C	1.40 0.25	1.00	1.00 0.15	Sudden Impact Sulfurous Springs	R	U 1.00 R 6.80	0.90 6.00 A	0.50 5.00
Merfolk Looter	U	U	1.00	1.00	0.50	Sunweb	W	R 4.80	3.40▼	3.00
Merfolk of the Pearl Trident Might of Oaks	U G	C R	0.25 6.80	0.20 5.80 A	0.10 5.00	Sustainer of the Realm	W	U 1.00	0.60	0.50
Millstone	A	R	6.00	5.50	5.00	Swamp (4 versions) Tainted Æther	В	L 0.15 R 4.00	0.10 3.30	0.10 3.00
Mind Rot Monstrous Growth	B	C	0.25	0.20	0.10 0.10	Teferi's Puzzle Box	A	R 4.00	3.80	3.00
Moss Diamond	A	Ü	1.00	1.00	0.60	Telepathic Spies Telepathy	U	C 0.25 U 1.00	0.20 0.50	0.10 0.50
Mountain (4 versions)	G	L R	0.15	0.10	0.10	Temporal Adept	U	R 5.00	4.10	3.30
Nature's Resurgence Nature's Revolt	G	R	4.80	4.00 3.60	3.00	Thieving Magpie Thorn Elemental	U	U 1.00 R 6.50	1.00 5.00	0.60 5.00
Nausea	В	C	0.25	0.20	0.10	Thoughtleech	G	U 1.00	0.50	0.50
Necrologia Nightmare	B	U R	1.00 5.70	0.60 5.00	0.50 4.00	Throne of Bone Tolarian Winds	A	U 1.00 C 0.25	0.50	0.30
Nocturnal Raid	В	U	1:.00	0.50	0.50	Trained Armodon	G	C 0.25	0.20	0.10
Northern Paladin Ogre Taskmaster	W	R	3.80	3.00 0.50	3.00 0.50	Trained Orgg . Tranquility	R	R 4.00 C 0.25	3.10 0.20	3.00 0.10
Okk	R	R	3.90	3.00	3.00	Treasure Trove	U	U 1.00	0.80	0.50
Opportunity Opposition	U	U R	1.00	0.60 6.00	0.50 5.00	Treefolk Seedlings Tremor	G R	U 1.00 C 0.25	0.50	0.50 0.10
Oppression	В	R	4.00	3.00	3.00	Twiddle	U	C 0.25	0.20	0.10
Orcish Artillery Orcish Oriflamme	R	U	1.00	0.80	0.30	Uktabi Wildcats Underground River	G	R 4.80 R 7.00	3.10	3.00 5.60
Ostracize	В	C	1.00	0.50	0.30	Unholy Strength	В	C 0.25 C 0.25	6.10 0.20	0.10
Pacifism	W	C	0.25	0.20	0.10	Unsummon Untamed Wilds	U	C 0.25 U 1.00	0.20	0.10
Pariah Patagia Golem	A	R	4.80	4.00 0.50	3.30 0.50	Venerable Monk	W	C 0.25	0.30	0.50
Persecute	В	R	5.80	5.00	4.30	Vengeance	W	U 1.00	0.50	0.50
Phantom Warrior Phyrexian Colossus	U A	U R	1.00	1.00 4.50	0.60 3.30	Verduran Enchantress Vernal Bloom	G	R 4.60	3.00	2.60 3.00
Phyrexian Hulk	A	U	1.00	0.60	0.50	Vigilant Drake	U	C 0.25	0.20	0.10
Pillage Pit Trap	R A	U	1.50	1.10	1.00	Vizzerdrix Volcanic Hammer	U R	R 4.00 C 0.25	3.10 0.25	3.00 0.20
Plague Beetle	В	C	1.00	0.60	0.50 0.10	Wall of Air	U	U 1.00	0.80	0.30
Plains (4 versions)	L	L	0.15	0.10	0.10	Wall of Bone Wall of Fire	B R	U 1.00 U 1.00	0.50	0.30
Pride of Lions Prodigal Sorcerer	G	U	1.00	0.80	0.50 0.10	Wall of Spears	A	U 1.00	0.50	0.30
Purify	W	R	4.60	3.00	3.00	Wall of Swords Wall of Wonder	W	U 1.00 R 3.80	0.50 3.00	0.50 2.10
Pygmy Pyrosaur Pyroclasm	R	C	1.00	0.20	0.10	Western Paladin	В	R 4.80	3.10	3.00
Pyrotechnics	R	U	1.00	0.60	0.50 0.50	Wild Growth Wildfire	G	C 0.25 R 5.00	0.20	0.10
Rag Man	B	R	3.00	3.00	1.40	Wind Dancer	U	U 1.00	4.10 0.50	3.80 0.50
Raging Goblin Raise Dead	В	C	0.25	0.20	0.10 0.10	Wind Drake	U	C 0.25	0.20	0.10
Rampant Growth	G	C	0.25	0.20	0.10	Wing Snare Wood Elves	G	U 1.00 C 0.25	0.90	0.50 0.10
Razorfoot Griffin Razortooth Rats	W	C	0.25	0.20	0.10 0.10	Wooden Sphere	Α	U 1.00	0.50	0.30
Reckless Embermage	R	R	4.00	3.30	3.00	Worship Wrath of God	W	R 6.00 R 9.80	5.40 8.00	4.80 7.00
Reclaim Redwood Treefolk	G	C	0.25 0.25	0.20	0.10 0.10	Yavimaya Enchantress	G	U 1.00	1.00	0.50
Reflexes	R	C	0.25	0.20	0.10	Yawgmoth's Edict Total	В	U 1.00	0.80 555.40	0.50 454.85
For comple						1				
rur cumple	ιť	Ud	u C	HUCK	1515, 5	see the <i>Scrye</i>		Mary.	1	-

The Gat			(D. Con	
Arabian Nic	he		.m-125.	B Car	plan.
Arabian Nights Set Arabian Nights Booster Box Arabian Nights Booster pack		785	0.00 6	838.00▼ 485.00▲ 125.00	791.00 5496.00 121.00
CARD NAME	COL		UPR	MED	LOW
Abu Ja'far	W	U3	5.00	4.00	4.00
Aladdin's Lamp	R A	U2 U2	8.00 5.00	6.00 A 5.00	4.00
Aladdin's Ring	Α	U2	8.00	5.00	4.00
Ali Baba Ali from Cairo	R	U3 U2	4.50 75.00	4.00 65.00	3.00 60.00
Army of Allah (a) & (b) Bazaar of Baghdad	L		35.00 20.00	5.00 15.00	3.00 15.00
Bird Maiden (a) & (b)	R	C2	3.00	3.00	2.00
Bottle of Suleiman Brass Man	A	U2 U3	6.00 4.00	5.00	4.00 2.00
Camel City in a Bottle	W	C5	2.00	2.00 18.25	1.00 17.25
City of Brass	l.	U3	30.00	30.00	30.00
Cuombajj Witches Cyclone	B	C4 U3	3.50 4.00	2.50 4.00	1.00 3.00
Dancing Scimitar Dandan	A	U2 C4	6.00 2.00	4.50 2.00	3.00 2.00
Desert	L	C11	4.00	4.00 🛦	3.00
Desert Nomads Desert Twister	R	C4 U3	4.00 5.00	3.00 5.00	2.00 3.00
Diamond Valley Drop of Honey	L	U2	65.00 40.00	60.00 🛦	52.50
Ebony Horse	A	U2	4.50	30.00	30.00 4.00
Elephant Graveyard El-Hajjaj	L B	U2 U2	25.00	22.25 v 5.00	20.00
Erg Raiders (a) & (b)		C2/C	32.50	2.00	1.00
Erhnam Djinn Eye for an Eye	W	U3	25.00 5.00	19.75 5.00	16.00 3.00
Fishliver Oil (a) & (b) Flying Carpet	U A	C1/C U3	32.00 5.00	1.50 5.00	1.00
Flying Men	U	C5	5.00	5.00	3.00
Ghazban Ogre Giant Tortoise (a) & (b)	G	C4 C1/C	3.50 32.00	3.00 1.00	2.00
Guardian Beast Hasran Ogress (a) & (b)	B		70.00 33.50	55.00 2.50	38.00
Hurr Jackal	R	C4	3.50	3.00	2.00
Ifh-Biff Efreet Island Fish Jasconius	G	U2 U2	30.00	27.00 A 5.00	20.00
Island of Wak-Wak Jandor's Ring	L A		35.00 6.00	30.00	20.00
Jandor's Saddlebags	A	U2	5.00	6.00 5.00	4.00 3.00
Jeweled Bird Jihad	A	U2 U2	6.00 40.00	6.00 40.00	5.00 24.00
Junun Efreet	В	U2	11.00	10.00	6.00
Juzam Djinn Khabal Ghoul	B		40.00	180.00	175.00 24.00
King Suleiman Kird Ape	W	U2 C5	20.00	19.00 5.00	14.00 2.50
Library of Alexandria	L	U3	115.00	110.00 4	95.00
Magnetic Mountain Merchant Ship	R	U3 U3	5.00	4.50 5.50	3.00 5.00
Metamorphosis Mijae Djinn	G	C4 U2	3.00 8.00	3.00 8.00	2.00 6.00
Moorish Cavalry (a) & (b)	W	C1/C	45.00	3.50	2.00
Mountain Nafs Asp (a) & (b)	G	C1 C2/C	7.10 32.00	6.00 2.00	5.00 1.00
Oasis Old Man of the Sea	L	U4	5.00 32.00	3.50 25.00	3.00
Oubliette (a) & (b)	В	C2	4.00	4.00	4.00
Piety (a) & (b) Pyramids	W		6.00	5.00 25.00	2.00 18.00
Repentant Blacksmith Ring of Ma'ruf	W	U2	6.00 35.00	5.50 35.00	3.00
Rukh Egg (a) & (b)	R	C1/C	312.00	12.00	18.00 8.00
Sandals of Abdallah Sandstorm	A G	U3 C4	8.00 2.00	5.50 2.00	5.00 1.00
Serendib Djinn	U	U2	25.00	25.00	18.00
Serendib Efreet Shahrazad	W		30.00	30.00 22.50	20.00 17.00
Sindbad Singing Tree	G	U3	5.00	5.00 27.50	4.00 24.00
Sorceress Queen Stone-Throwing Devils	B	U3	10.00	8.00	6.00
Unstable Mutation	U	C5	3.00	5.00	1.00
War Elephant (a) & (b) Wyluli Wolf (a) & (b)			32.50 45.00	2.00 5.00	1.00
Ydwen Efreet Total	R	U2	11.00	10.00	10.00
Total	1217-70	10	40.10	1189.25	959.25
A ALGI	C		(-	
Antiquities	ring		100	O Care	ds
Antiquities Set				278.00	253.00
Antiquities Booster Box Antiquities Booster Pack			0.00 1,	200.00▲ 27.50▼	993.00 21.75
CARD NAME	COL		UPR	MED	LOW
Amulet of Kroog Argivian Archaeologist	A	C4	0.70 28.75	0.50 25.00	0.35 22.75
Argivian Blacksmith	W	C4	0.80	0.50	0.40
Argothian Pixies Argothian Treefolk	G	C4 C4	0.70 0.70	0.50	0.35 0.40
Armageddon Clock Artifact Blast	A	U2 C4	5.00 0.70	3.00	1.10
Artifact Possession	В	C4	0.70	0.50	0.40

Ashnod's Altar Ashnod's Battle Gear Ashnod's Transmogrant	A A	U2 U2 U3	2.00 1.50 1.00	1.80 A 1.00 1.00	1.10 1.00 1.00
Atog Battering Ram	R	C4 C4	0.80	0.50 0.50	0.50
Bronze Tablet Candelabra of Tawnos	A	U1	6.40	4.50 ▲ 36.00 ▼	3.30 31.25
Circle of Protection: Artifacts	W	U3	2.00	1.40	1.00
Citanul Druid Clay Statue	A	U3 C4	0.80	0.50	1.00 0.40
Clockwork Avian Colossus of Sardia	A	U1 U1	6.50 9.50	4.00 6.50 ▼	4.00 5.30
Coral Helm Crumble	A	U1 C4	5.80 0.70	4.00 0.50	1.50 0.40
Cursed Rack	AW	C4 C1 U3	1.00	0.80	0.50
Damping Field Detonate	R	U3	1.30	1.00	1.00
Drafna's Restoration Dragon Engine	A	C4 C4	0.70	0.50 0.50	0.50
Dwarven Weaponsmith Energy Flux	R	U3 U3	1.30	1.00	1.00 0.90
Feldon's Cane	A	C1	5.50	3.00	2.00
Gaea's Avenger Gate to Phyrexia	В	U3	2.00	9.00 ▲	5.40 1.00
Goblin Artisans Golgothian Sylex	R A	U3 U1	1.00 5.80	1.00 4.50▼	1.00 4.00
Grapeshot Catapult Haunting Wind	AB	C4 U3	0.70 1.30	0.50 1.00	0.40 1.00
Hurkyl's Recall	U	U1	5.00	4.80	4.00
Ivory Tower Jalum Tome	A	U3 U2	7.90 5.00	6.00 4.00	5.00 3.00
Martyrs of Korlis Mightstone	W	U3 U3	2.90 2.30	1.00 1.20 A	1.00
Millstone Mishra's Factory, autumn	A		10.00	7.00 8.50 v	6.00 7.00
Mishra's Factory, spring	L	C1 1	0.00	8.50	6.30
Mishra's Factory, summer Mishra's Factory, winter	L	U1 ·	10.75	9.50 ▲	7.00 8.50
Mishra's War Machine Mishra's Workshop	A	U1 U1 3	5.00	4.50 ▲ 29.00 ▼	1.60 25.00
Obelisk of Undoing Onulet	A	U1 U3	7.80 1.50	5.00 1.00	3.00 1.00
Orcish Mechanics	R	C4	0.70	0.50	0.50
Ornithopter Phyrexian Gremlins	A B	C4	0.70	0.50 0.50	0.50 0.50
Power Artifact Powerleech	U	U3 U3	4.50 1.50	1.80 A 1.00	1.00
Priest of Yawgmoth Primal Clay	B	C4 U3	1.50 0.70 1.50	0.50 1.00	0.50
Rakalite	A	U3	1.50	1.00	1.00
Reconstruction Reverse Polarity	W	C4 C4	1.00	0.50 0.50	0.50 0.50
Rocket Launcher Sage of Lat-Nam	A	U3 C4	2.80 0.70	1.20 A 0.50	1.00 0.50
Shapeshifter Shatterstorm	A	U1 U1	6.00 5.00	4.30 ▲ 4.30 ▲	3.30 3.10
Staff of Zegon	A	C4 U1	0.70 7.00	0.50	0.50 5.00
Strip Mine, no horizon Strip Mine, small tower	L	U1	9.80	6.50▲	5.00
Strip Mine, even terraces Strip Mine, uneven terraces	L	C1 U1	7.90 8.40	6.00 6.50	4.00 5.00
Su-Chi Tablet of Epityr	A	U3 C4	5.00	4.00 0.50	2.00 0.50
Tawnos's Coffin Tawnos's Wand	A		1.30	14.00 A 1.00	10.50
Tawnos's Weaponry	A	U3	1.30	1.00	1.00
Tetravus The Rack	A	U1 U3	7.50 3.20	4.50 A 2.00	4.00 1.30
Titania's Song Transmute Artifact	G	U3 U3	1.50	1.00 1.00	1.00
Triskelion Urza's Avenger	A	U1 U1	8.00 8.10	6.00 A 5.00	4.00
Urza's Chalice	Α	C4	0.70	0.50	0.50
Urza's Mine, clawed sphere Urza's Mine, mouth	L	C2 C1	1.00	0.80	0.50 0.50
Urza's Mine, pulley Urza's Mine, tower	L	C1 C2	1.00	0.90 0.90	0.50
Urza's Miter Urza's Power Plant, bug	A	U1 C2	5.80 1.00	5.00 0.90	4.00 0.50
Urza's Power Plant, columns Urza's Power Plant, sphere	L	C1	1.00	0.90	0.50
Urza's Power Plant, rock in po	otL	C1 C2	1.00	0.90	0.50
Urza's Tower, forest Urza's Tower, mountains	L	C2 C1	1.00	0.90	0.50
Urza's Tower, plains Urza's Tower, shore	L	C1 C1	1.00	0.90 0.90	0.50
Wall of Spears Weakstone	A	U3 U3	1.00	1.00	1.00
Xenic Poltergeist	В	U3	1.50	1.10	1.00
Yawgmoth Demon Yotian Soldier	A	U1 C4	9.00	0.50	5.00 0.40
Total		43	34.25	332.40	261.70
1 / / BUST	C	-	(一)
Legends		V/	31	O Car	ds
J.A.	-		Marian		





Artifact Ward

Legends Set Legends Booster Box Legends Booster Pack

Ærathi Berserker Abomination

Acid Rain Active Volcano Adun Oakenshield Adventurer's Guildhouse

Aisling Leprechaun

911.00 830.00**v** 795.00 1410.00 1290.00**a** 1240.00 40.00 39.50**v** 37.25

1.00 1.00 14.00 0.25 6.00 1.00 0.25 1.00 1.00 12.00 0.25 5.00 1.00 0.25

R U 1.30 B U 1.30 U R 15.00 R C 0.30 D R 6.70 L U 1.30 G C 0.30



ADDRESS TO DESCRIPTION OF			4.0	
Akron Legionnaire	W	R 5.50	5.00	4.00
Al-abara's Carpet	A	R 7.30	4.80	4.00
Alabaster Potion Alchor's Tomb	W	C 0.30	0.25 4.80	0.25 4.00
All Hallow's Eve	B	R 25.00	25.00	15.00
Amrou Kithkin	W	C 0.30	0.25	0.25
Angelic Voices	W	R 5.80	4.80	4.00
Angus Mackenzie Anti-Magic Aura	D	R 5.80 C 0.70	5.50	4.80 0.25
Arboria Arboria	G	U 1.50	1.50	1.10
Arcades Sabboth	D	R 15.00	9.00 🛦	5.80
Arena of the Ancients	A	R 5.00	4.00	4.00
Avoid Fate Axelrod Gunnarson	G	C 0.70 R 6.00	0.40 5.30	0.25 4.40
Ayesha Tanaka	D	R 6.00	5.30 5.30	4.80
Azure Drake	U	U 1.30	1.00	1.00
Backdraft	R	U 1.30	1.00	1.00
Backfire Barbary Apes	U	U 1.30 C 0.30	1.00	1.00 0.25
Barktooth Warbeard	D	U 1.30	1.00	1.00
Bartel Runeaxe	D	R 6.50	5.30	4.00
Beasts of Bogardan	R	U 1.30	1.00	1.00
Black Mana Battery Blazing Effigy	A	U 1.50 C 0.30	1.50 0.25	1.40 0.25
Blight	В	C 0.30 U 1.30	1.00	1.00
Blood Lust	R	U 1.40	1.00	1.00
Blue Mana Battery	A	U 1.50	1.50	1.40
Boomerang Boris Devilboon	0	C 0.45 R 8.10	0.30 6.30	0.25 5.00
Brine Hag	U	U 1.30	1.00	1.00
Bronze Horse	A	R 4.80	4.00 ▼	4.00
Carrion Ants	B	R 6.00 C 0.30	5.00 0.25	4.80 0.25
Cat Warriors Cathedral of Serra	L	C 0.30 U 1.30	1.00	1.00
Caverns of Despair	R	R 5.00	5.00	5.00
Chain Lightning	R	C 1.80	1.50	0.70
Chains of Mephistopheles	B	R 29.00 R 15.00	20.00 4	12.00
Chromium Cleanse	W	R 15.00 R 10.00	11.50 9.00	5.00
Clergy of the Holy Nimbus	W	C 0.30	0.25	0.25
Cocoon	G	U 1.30	1.00	1.00
Concordant Crossroads	G B	R 7.80 R 5.00	5.00 7	5.00 4.80
Cosmic Horror Craw Giant	G	R 5.00 U 1.30	5.00 1.00	1.00
Crevasse	R	U 1.30	1.00	1.00
Crimson Kobolds	R	C 0.30	0.25	0.25
Crimson Manticore	R	R 5.00	5.00 0.25	4.90
Crookshank Kobolds Cyclopean Mummy	R B	C 0.30 C 0.30	0.25	0.25 0.25
D'Avenant Archer	W	C 0.30	0.25	0.25
Dakkon Blackblade	D	R 11.50	7.00	6.00
Darkness Deadfall	B	C 0.50 U 1.30	0.40	0.25 1.00
Deadfall Demonic Torment	В	U 1.30	1.00	1.00
Devouring Deep	U	C 0.30	0.25	0.25
Disharmony	R	R 5.30		5.00
Divine Intervention Divine Offering	W	R 12.00 C 0.30	6.00 0.25	5.50 0.25
Divine Transformation	W	R 5.00	5.00	5.00
Dream Coat	U	U 1.30	1.00	1.00
Durkwood Boars	G	C 0.30	0.25	0.25
Dwarven Song Elder Land Wurm	R	U 1.30 R 5.00	1.00 5.00	1.00 4.80
Elder Spawn	U	R 5.00	5.00	5.00
Elder Spawn Elven Riders	G	R 6.80	5.50	4.50
Emerald Dragonfly	G	C 0.30 C 0.30	0.25	0.25
Enchanted Being Enchantment Alteration	W	C 0.30 C 0.50	0.25 0.40	0.25
Energy Tap	Ü	C 0.50 C 0.30	0.40	0.25
Equinox	W	C 0.30	0.25	0.25
Eternal Warrior	R	U 1.30	1.00	1.00
Eureka Evil Eye of Orms-By-Gore	B	R 30.00 U 1.50	30.00	1.00
Fallen Angel	В	U 2.80	2.00	1.60
Falling Star	R	R 11.25	8.00	7.70
Feint Field of Dreams	R	C 0.30 . R 10.50	0.25 8.00	0.25 6.30
Fire Sprites	G	C 0.30	0.25	0.25
Firestorm Phoenix	R	R 13.00	11.00	10.00
Flash Counter	U	C 0.50	0.40	0.25
Flash Flood Floral Spuzzem	U	C 0.30 U 1.30	0.25 1.00	0.25 1.00
Force Spike	U	C 0.80	0.30	0.25
_			- 10 11	

ıng					
Forethought Amulet	A	R	8.00	8.00	5.00
Fortified Area	W	U	1.30	1.00	1.00
Frost Giant Gabriel Angelfire	R D	R	1.50 9.10 0.30	1.50	1.10 5.80
Gaseous Form Gauntlets of Chaos	U	C R	0.30 8.00	0.25 6.00	0.25
Ghosts of the Damned	В	C	0.30	0.25	5.50 0.25
Giant Slug Giant Strength	B	C	0.30	0.25	0.25 0.25
Giant Turtle	G	C	0.30	0.25	0.25
Glyph of Delusion Glyph of Destruction	U R	C	0.30	0.25	0.25 0.25
Glyph of Doom	В	C	0.30	0.25	0.25
Glyph of Life Glyph of Reincarnation	W	C	0.30	0.25	0.25 0.25
Gosta Dirk	D R	R	6.30 12.00	6.00	5.00
Gravity Sphere Great Defender	W	Ü	1.30	1.00	10.00
Great Wall Greater Realm of Preservation	W		1.30	1.00	1.00
Greed	В	R	1.30	1.00 5.00	1.00 4.40
Green Mana Battery Gwendlyn Di Corci	A	U R	1.50	1.50 7.00	1.40 5.90
Halfdane	D	R	7.50	6.00	5.50
Hammerheim Hazezon Tamar	L	U R	1.30	1.00	1.00 5.80
Headless Horseman	В	C	0.30	6.50 0.25	0.25
Heaven's Gate Hell Swarm	WB	C	1.30	1.00	1.00 0.25
Hell's Caretaker	В	R	8.50	0.25 7.30	5.50
Hellfire Holy Day	B	R	13.00	11.00	10.00 0.25
Horn of Deafening	A	R	5.00	5.00	4.30
Hornet Cobra Horror of Horrors	G	C	0.30	1.00	0.25 1.00
Hunding Gjornersen	0	U	1.30	1.00	1.00
Hyperion Blacksmith Ichneumon Druid	R	U	1.30	1.00	1.00
Immolation	R	C	0.45	0.30 5.30	0.25
Imprison In the Eye of Chaos	B	R R	6.00	6.00	4.40 5.00
Indestrucible Aura	WB	C	0.45	0.30	0.25
Infernal Medusa Infinite Authority	W	R	1.50 6.00	1.50 5.30	1.10 4.50
Invoke Prejudice Ivory Guardians	U W	R	11.50	1.00	6.50 1.00
Jacques le Vert	D	R	6.00	6.00	6.00
Jasmine Boreal Jedit Ojanen	D	U	1.30	1.00	1.00 1.00
Jerrard of the Closed Fist	Ď	Ü	1.30 1.30 7.30	1.00	1.00
Johan Jovial Evil	B	R R	7.30 8.00	5.50 8.00	4.80 5.80
Juxtapose	U	R	5.00	5.00	5.00
Karakas Kasimir the Lone Wolf	L	U	1.30	1.00	1.00
Keepers of the Faith	W	C	0.30	0.25	0.25
Kei Takahashi Killer Bees	D G	R R	5.50	5.50	5.00 5.00
Kismet	W	U	1.90	1.20	1.00
Knowledge Vault Kobold Drill Sergeant	AR	R	6.00 1.50	6.00 1.50	5.00 1.10
Kobold Overlord Kobold Taskmaster	R	R	8.50 1.50 0.30	5.80	4.80
Kobolds of Kher Keep	R R		0.30	1.50 0.25	1.10 0.25
Kry Shield Lady Caleria	A	U R	1.50 6.00	1.30	1.10 5.30
Lady Evangela	D	R	6.30	6.00	5.20
Lady Orca Land Equilibrium	D	U R	1.30	1.00	1.00 5.40
Land Tax	W	U	5.80	5.00	5.00
Land's Edge Lesser Werewolf	R B	R	5.90 1.30	5.30	5.00 1.00
Life Chisel	Α	U	1.50	1.20	1.00
Life Matrix Lifeblood	A W	R	6.00	5.50	5.00 5.00
Living Plane	G	R	10.00	6.00	5.00
Livonya Silone Lord Magnus	D	R	1.30	6.00 1.00	5.50 1.00
Lost Soul Mana Drain	B	C	0.30	0.25 20.00 A	0.25 15.00
Mana Matrix	A	R	6.30	6.00	4.80
Marble Priest Marhault Elsdragon	A	U	1.30	1.00	1.00
Master of the Hunt	G	R	13.00	7.00	6.00
Mirror Universe Moat	A W	R	72.00 53.00	70.00	58.75 39.50
Mold Demon	В	R	6.00	6.00	39.50 5.30 0.25
Moss Monster Mountain Stronghold	G	C	1.30	1.00	1.00
Mountain Yeti	R	U	1.30	1.00	1.00
Nebuchadnezzar Nether Void	D B	R R	7.00	7.00	6.00 25.00
Nicol Bolas	D	R	16.75	12.00 4	
North Star Nova Pentacle	A	R R	6.50 8.00	6.00	4.80 5.80
Osai Vultures	W	C	0.30 13.00	0.25 8.00	0.25 7.50
Palladia-Mors Part Water	U	U	1.30	1.00	1.00
Pavel Maliki Pendelhaven	D	U	1.30	1.00	1.00
Petra Sphinx	W	R	5.50	5.30	5.00
Pit Scorpion Pixie Queen	B	C R	8.00	0.25 6.00	0.25 5.50
Planar Gate	Α	R	8.00	8.00	5.00
Pradesh Gypsies Presence of the Master	G W	.U	1.40	1.00	1.00
Primordial Ooze Princess Lucrezia	R	U	1.30	1.00	1.00 1.00
Psionic Entity	U	R	5.00	5.00	5.00
Psychic Purge	U	C	0.50	0.40	0.25

Puppet Master	U	U	1.30	1.00	1.00
Pyrotechnics	R	C	0.70	0.50	0.35
Quagmire	В	Ū	1.30	1.00	1.00
Quarum Trench Gnomes Rabid Wombat	R	R U	7.80	5.00	4.90 1.00
Radjan Spirit	Ğ	Ŭ	1.50 1.30 0.30	1.00	1.00
Raging Bull	R	C	0.30	0.25	0.25
Ragnar Ramirez DePietro	D	R U	6.00 1.30	6.00 1.00	5.30 1.00
Ramses Overdark	D	Ř	9.00	8.00	6.80
Rapid Fire	W	R	5.90	5.30	5.00
Rasputin Dreamweaver Rebirth	G	R R	5.00	5.50	5.00 5.00
Recall	ŭ	R	8.00	6.00	6.00
Red Mana Battery	A	U	1.50	1.50	1.40
Reincarnation Relic Barrier	G A	U	1.30	1.00	1.00
Relic Bind	Û	Ü	1.50	1.00	1.00
Remove Enchantments	W	Č	0.50	0.40	0.25
Remove Soul	U	C	0.30	0.25	0.25
Reset Revelation	U	U R	1.50	1.50 6.00	1.10 5.30
Reverberation	Ŭ	R	6.00	6.00	5.30
Righteous Avengers	W	U	1.30	1.00	1.00
Ring of Immortals Riven Turnbull	A	R	5.90	5.60	5.10
Rohgahh of Kher Keep	D	R	7.00	6.00	5.00
Rubinia Soulsinger	D	R	8.00	6.40	5.80
Rust	G	C	0.30	0.25	0.25
Sea King's Blessing Seafarer's Quay	L	Ü	1.40	1.00	1.00
Seeker	W	Ü	1.30	1.00	1.00
	U	U	1.30	1.00	1.00
Sentinel Serpent Generator	A	R R	5.90	5.30	4.60 4.60
Shelkin Brownie	G	С	0.30	0.25	0.25
Shield Wall	W	U	1.30	1.00	1.00
Shimian Night Stalker Silhouette	Ü	Ü	1.30	1.00	1.00
Sir Shandlar of Eberyn	D	U	1.30	1.00	1.00
Sivitri Scarzam	D	U R	1.30 12.75	1.00 9.00 A	1.00
Sol'kanar the Swamp King Spectral Cloak	U	Ü	1.50	1.50	1.10
Spinal Villian	R	Ř	8.00	8.00	6.00
Spirit Link	W	U	1.90	1.20	1.00
Spirit Shackle Spiritual Sanctuary	B	CR	0.35 5.90	5.30	0.25 5.00
Stangg	D	R	6.00	6.00	5.30
Storm Seeker	G	U	1.90	1.50	1.40
Storm World Subdue	R G	R	8.00 0.30	6.00 0.25	5.30 0.25
Sunastian Falconer	D	Ü	1.30	1.00	1.00
Sword of the Ages	A	R	18.75	15.00	7.10
Sylvan Library Sylvan Paradise	G	U	5.80	5.00	5.00 1.00
Syphon Soul	В	Č	0.60	0.30	0.25
Takklemaggot	В	U	1.40	1.00	1.00
Telekinesis Teleport	U	R R	7.00 7.50	5.50	5.00
Tempest Efreet	R	R	7.50	6.00	5.30 5.30
Tetsuo Umezawa	D	R	15.00	7.00	6.00
The Abyss The Brute	B	R	0.30	45.00 0.25	44.50 0.25
The Lady of the Mountain -	D	Ŭ	1.30	1.00	1.00
The Tabernacle at Pendrell Va		R	25.25	22.00	15.00
The Wretched Thunder Spirit	B W	R R	8.00	6.00	5.00 10.00
Time Elemental	Ü	R	8.00	8.00	6.70
Tobias Andrion	B	Ų	1.30	1.00	1.00
Tolaria Tor Wauki	L	U	1.30	1.00	1.00
Torsten Von Ursus	Ď	Ŭ	1.30 1.30 1.30 0.30	1.00	1.00
Touch of Darkness	В	C	1.30	1.00	1.00
Transmutation Triassic Egg	A	R	5.00	0.25 5.00	0.25 5.00
Tuknir Deathlock	D	R	7.00	6.00	5.50 0.25
Tundra Wolves Typhoon	W G	C R	0.30	6.00 0.25 5.30	0.25 5.00
Undertow	ŭ	Ü	5.90	1.00	1.00
Underworld Dreams	В	Ü	25.00	20.00 4	15.00
Unholy Citadel Untamed Wilds	L	U	1.30	1.00	1.00
Urborg	Ĺ	U	1.50	1.50	1.10
Ur-Drago	0	R	7.50	6.00	1.10 5.50
Vaevictis Asmadi Vampire Bats	B	R	15.50	12.25	9.00 0:25
Venarian Gold	Ü	C	0.30	0.25	0.25
Visions	W	U	1.30	1.00	1.00
Voodoo Doll Walking Dead	A B	RCC	0.30		4.30 0.25
Wall of Caltrops	W	C	0.30	0.25	0.25
Wall of Dust	R	U	1.30	1.00	1.00 0.25
Wall of Earth Wall of Heat	R	C	0.30	0.25	0.25
Wall of Light	W	U	0.30 1.30	1.00	1.00
Wall of Opposition Wall of Putrid Flesh	R B	R	5.00	5.00	4.00 1.00
wall of Shadows	В	C	1.30 0.30 1.30	0.25	0.25
Wall of Tombstones	В	U	1.30	1.00	1.00
Wall of Vapor Wall of Wonder	U	C	1.30	0.25 1.00	0.25 1.00
Whirling Dervish	G	U	1.30	1.00	1.00
White Mana Battery	A	U	1.50	1.50	1.40
Willow Satyr Winds of Change	G	R	8.50 1.50	5.00 1.30	4.80 1.10
Winter Blast	G	R	5.50	5.00	4.30
Wolverine Pack Wood Elemental	G	C R	0.30 5.30	0.25 5.00	0.25 4.90
Xira Arien	D	R	6.00	6.00	4.40
Zephyr Falcon Total	U	C	0.30	0.25	0.25

8 1	AAAGIC	
	The Gathering	
	" but m "1	
	The Dark	



The Dark Set The Dark Booster Box The Dark Booster Pack		100.00 390.00 9.40	90.00 7 350.00 A 7.90	70.00 345.00 7.20
CARD NAME	COL	RAR UPR		LOW
Amnesia	U	112 3 00	2.00	2.00
Angry Mob Apprentice Wizard	U	U2 1.10 U1 2.00	1.00 1.10 0.25	1.00 1.00
Ashes to Ashes Ball Lightning	B	C3 0.30	0.25	0.15
Banshee	В	U1 2.00 C3 0.30 U1 12.00 U2 1.00 U1 3.00	1.00	1.00
Barl's Cage Blood Moon	A	U1 3.00 U1 4.30	2.30	3.00
Blood of the Martyr	W	U2 1.10	1.00	1.00
Bog Imp Bog Rats	B	C3 0.25 C3 0.25	0.25 0.25	0.15 0.15
Bone Flute	A	U2 1.00	1.00	1.00
Book of Rass Brainwash	A	U2 1.00 C3 0.25	1175	1.00 0.15
Brothers of Fire	R	U2 1.00	1 00	1.00
Carnivorous Plant Cave People	G R	C3 0.25 U2 1.00	0.25	0.15 1.00
City of Shadows	L	U2 1.00 U1 4.00	3.00	3.00
Cleansing Coal Golem	W	U1 3.00 U2 1.10 U2 1.10 U1 3.40 C3 0.30 U2 1.10 C3 0.25	3.00	3.00 1.00
Curse Artifact Dance of Many	B	U2 1.10 U1 3.40	1.00	1.00
Dark Heart of the Wood	D	C3 0.30	0.25	3.00 0.25
Dark Sphere Deep Water	A	U2 1.10 C3 0.25	1.00	1.00 0.15
Diabolic Machine	A	U2 1.10	1.00	1.00
Drowned Dust to Dust	W	C3 0.25 C3 0.30		0.15 0.15
Eater of the Dead	В	U2 3.00	1.00	1.00
Electric Eel Elves of Deep Shadow	U	U2 1.00 U2 2.00	1.00	1.00
Erosion	U	C3 0.25	0.25	0.15
Eternal Flame Exorcist	R	U1 4.00 U1 5.00		2.00 3.50
Fasting	W	U2 1.00	1.00	1.00
Fellwar Stone Festival	A W	U2 2.00 C3 0.30	1.10	1.00 0.15
Fire and Brimstone	W	U2 2.00	2.00	1.00
Fire Drake Fissure	R	U2 1.00 C3 0.25	0.25	1.00 0.15
Flood	u	U2 1.00	1.00	1.00
Fountain of Youth Frankenstein's Monster	AB	U2 1.00 U1 4.50	1.00	1.00 3.00
Gaea's Touch	G	C3 0.25 C3 0.25	0.25	0.25 0.15
Ghost Ship Giant Shark	U	C3 0.25	0.25	0.15
Goblin Caves Goblin Digging Team	R	C3 0.30 C3 0.30 C3 0.30 C3 0.25 C3 0.30	0.25 0.25	0.15
Goblin Hero	R	C3 0.30	0.25	0.15
Goblin Rock Sled Goblin Shrine	R	C3 0.25 C3 0.30		0.15 0.15
Goblin Shrine Goblin Wizard	R	U1 5.00	4:00	3.00
Goblins of the Flarg Grave Robbers	R B	C3 0.30 U1 3.50	0.25 2.80	0.15
Hidden Path	G	U1 4.00 C3 0.25	3.00 0.25	3.00 0.15
Holy Light Inferno	R	U1 4.40	3.30	3.00
Inquisition Knights of Thorn	B W	C3 0.25 U1 3.00	0.25 3.00	0.15 2.00
Land Leeches	G	C3 0.25	0.25	0.15
Leviathan Living Armor	U A	U1 4.30 U2 1.00	4.00 1.00	3.40 1.00
Lurker	G	U1 3.50	3.00	2.40
Mana Clash Mana Vortex	R	U1 3.90 U1 4.00	3.00 4.00	2.00 3.00
Marsh Gas	В	C3 0.25	0.25	0.15
Marsh Goblins Marsh Viper	G	C3 0.30 C3 0.25	0.25 0.25	0.25 0.15
Martyr's Cry	W	U1 3.00 C1 10.00	2.00 9.00	1.10
Maze of Ith Merfolk Assassin	U	U2 4.00	2.00	1.10
Mind Bomb Miracle Worker	U	U1 3.00 C3 0.30	2.00 0.25	2.00 0.15
Morale	W	C3 0.25	0.25	0.15
Murk Dwellers Nameless Race	B B	C3 0.25 U1 3.50	0.25 3.00	0.15 2.40
Necropolis	Α	U2 1.50	1.50	1.00
Niall Silvain Orc General	G	U1 3.50 U2 1.50	3.00	2.30 1.00
People of the Woods	G	U2 1.10	1.00	1.00
Pikemen Preacher	W	U1 8.00	7.00	
Psychic Allergy	U B	U1 3.50 U1 2.00	3.00	1.90 2.00
Rag Man Reflecting Mirror	A	U2 1.10	1.00	1.00
Riptide	U A	C3 0.25 U2 1.10		0.15 1.00
Runesword Safe Haven	L	U1 4.00	2.00	2.00
Savaen Elves	G	C3 0.25	0.25	0.25
Scarecrow Scarwood Bandits	A G	U2 2.00 U1 2.80	1.10	1.00 2.00
Scarwood Goblins Scarwood Hag	D G	C3 0.50	0.25	0.25 1.00
Scavenger Folk	G	C3 0.25	0.25	0.15
Season of the Witch Sisters of the Flame	B	U1 3.00 U2 1.00	2.00	2.00
Skull of Orm	A	U2 3.00	2.00	1.10
Sorrow's Path Spitting Slug	L	U1 2.00 U2 1.00	2.00	1.10
	-1	1.00	- 4 - 11	



Squire Standing Stones Stone Calendar Stone Calendar Sunken City Tangle Keip The Fallen Tivadar's Crusade Tormod's Crypt Tower of Coiral Tracker Uncle Istvan Venom Wand of Ith War Barge Water Wurm Whippoorwill Witch Hunter Word of Binding Worms of the Earth Wormwood Treefolk Total	W A A U U B W A A A G G B G A A U G G W B B G G	C3 U2 U1 C3 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2	0.25 1.10 4.30 0.25 1.00 1.10 1.00 1.50 1.00 0.35 1.00 0.30 2.50 0.25 1.10 0.25 3.50 0.25 1.10 0.25 1.10 0.25	1.00 3.00 0.25 1.00 1.00 1.10 1.00 3.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 2.90 0.25	0.15 1.00 2.80 0.15 1.00 1.00 1.00 2.80 1.00 0.15 1.00 0.15 1.00 0.15 2.00 2.40 2.00 2.150,80
Wormwood Treefolk Total	G			2.00	2.00 150.80

Fallen Empires



	- Manual Supplemental	y y	STATE OF THE PARTY OF
Fallen Empires Set	40.00	35.50 ▼	30.25
Fallen Empires Booster Box	86.75	83.50	72.50
Fallen Empires Booster Pack	2.00	2.00	1.80

Fallen Empires Booster Box Fallen Empires Booster Pack		-	86.75	83.50	72.50 1.80
	COL		UPR	MED	LOW
Aeolipile	A	U1	1.50	1.00	1.00
Armor Thrull #1-4	B	C1 U1	0.25 1.90	0.25	0.10
Balm of Restoration Basal Thrull #1-4	B	C1	0.25	1.00	1.00
Bottomless Vault	L	C1 U1	2.00	0.25 1.50 0.25	0.10 1.50 0.10
Brassclaw Orcs #1-4	R	C1	0.25	0.25	0.10
Breeding Pit	В	U3	2.00	1.00	1.00
Combat Medic #1-4 Conch Horn	W	C1 U1	0.25 2.00	0.25 1.00	0.10 1.00
Deep Spawn	Û		1.00	0.50	0.50
Delif's Cone	A	U3 C1	0.25	0.50 0.25	0.50 0.10
Delif's Cube	A	U1	1.10	1.00	1.00
Derelor	В	U1	2.50	2.10	2.00
Draconian Cylix Dwarven Armorer	A	U1 U1	2.00	1.00	1.00
Dwarven Catapult	R	U3	0.80	1.00	1.00
Dwarven Hold	L	U1	2.00	0.50 1.50	0.50 1.50
Dwarven Lieutenant	R	U3	0.80	0.50	0.50
Dwarven Ruins	L	U2	1.00	1.00	1.00
Dwarven Soldier #1-3	R	C1	0.25	0.25	0.10
Ebon Praetor Ebon Stronghold	L	U1 U2	2.00	2.00	1.50
Elven Fortress #1-4	G	C1	0.25	1.00 0.25 1.00	0.10
Elven Lyre	A	U1	2.00	1.00	0.10
Elvish Farmer	G	U1	2.00	1.10	1.00
Elvish Hunter #1-3	G	C1 C1 U3	0.25 0.25	0.25	0.10
Elvish Scout #1-3 Farrelite Priest	G	113	0.25	0.25 0.50	0.10 0.50 0.50
Farrel's Mantle	W	U3	0.80	0.50	0.50
Farrel's Zealot #1-3	W	C1	0.25	0.25	0.10
Feral Thallid	G	U3	0.80	0.50	0.50
Fungal Bloom	G	U1 C1 U1	2.00	2.00 0.25 1.00	2.00
Goblin Chirurgeon #1-3 Goblin Flotilla	R	UI	0.25	0.25	0.10 1.00
Goblin Grenade #1-3	R	C1	1.10	0.25	0.10
Goblin Kites	R	U3	0.80	0.50	0.50
Goblin War Drums #1-4	R	C1	0.25	0.25	0.10
Goblin Warrens	R	U1	2.00	2.00	2.00
Hand of Justice Havenwood Battleground	W	U1 U2	3.00	1.00	2.00
Heroism	W	U3	0.80	0.50	0.50
High Tide #1-3	U	C1	0.25	0.50 0.25	0.25
Hollow Trees	L	U1	2.00	1.50	1.50
Homarid Shaman	U	U1	2.00	1.00	1.00
Homarid Spawning Bed Homarid Warrior #1-3	U	U3	1.00	0.50	0.50 0.10
Homarid #1-4	Ü	C1 C1	0.25	0.25	0.10
Hymn to Tourach #1-4	В	C1	0.50 0.25 0.25	0.25	0.25
Icatian Infantry #1-4	W	C1 C1 C1 U1	0.25	0.25 0.25	0.10
Icatian Javelineers #1-3 Icatian Lieutenant	W	C1	0.25	0.25	0.10
lcatian Moneychanger #1-3	W	C1	2.00	1.00	1.00 0.10
Icatian Phalanx	W	U3	0.50	0.50	0.10
Icatian Priest	W	U3	0.80	0.50	0.50
Icatian Scout #1-4	W	U3	0.50	0.50	0.50
Icatian Skirmishers Icatian Store	W	U1 U1	1.10	1.00	1.00
Icatian Town	L	U1	3.00	2.00	2.00
Implements of Sacrifice	A	U1	2.00	1.00	1.00
Initiates of the Ebon Hand #1		Ct	0.25	0.25	0.10
Merseine #1-4	U	C1 C1	0.25	0.25	0.10
Mindstab Thrull #1-3	В	C1 C1 C1 U3	0.25	0.25	0.10
Necrite #1-3	В	C1	0.25 0.25	0.25	0.10
Night Soil #1-3	G	CT	0.25	0.25 0.50	0.10 0.50
Orcish Captain Orcish Spy #1-3	R	03	0.00	0.50	0.10
Orcish Veteran #1-4	R	C1 C1	0.25	0.25	0.10
Order of Leitbur #1-3	W	C1	0.25	0.25	0.25
Order of the Ebon Hand #1-3		C1	0.25	0.25	0.25
Orgg	R	U1	3.00	2.00	2.00
Raiding Party Rainbow Vale	R	U3 U1	0.80	0.50 2.50 V	0.50 2.40
Ring of Renewal	A	U1	1.50	1.00	1.00
River Merfolk	U	U1	2.00	1.50	1.00
Ruins of Trokair	L	U2	1.00	1.00	0.50 1.50
Sand Silos	L	U1 U3	2.00	1.50	1.50
Seasinger	U	U3	1.00	1.00	0.50



AGE	373	Car
	010	Mar

CARD NAME	COL RAR UPR	MED	LOW
Ice Age Starter Deck Ice Age Booster Pack		14.00 ▼	13.00
Ice Age Booster Box		160.00	
Ice Age Starter Box		125.00 V	

Ice Age Booster Box		1	75.00	160.00 ▼	138.00
Ice Age Starter Deck			15.00	14.00 ▼	13.00
Ice Age Booster Pack			6.00	5.10 ▼	4.80
CARD NAME	COL		UPR	MED	LOW
Abyssal Specter	В	U	1.10	1.00	0.50
Adarkar Sentinel	A	U	1.00	0.50	0.50
Adarkar Unicorn	W	CR	0.25	0.10	0.10
Adarkar Wastes Aegis of the Meek	A	R	7.00 3.00	6.00 3.00 A	6.00 2.50 0.50 2.50 2.00
Aggression	R	Ü	1.00	1.00 🛦	0.50
Altar of Bone	D	R	3.00	3.00	2.50
Amulet of Quoz	A	R	3.00	2.50 4	2.00
Anarchy	R	U	1.00	1.00	0.50 0.10
Arctic Foxes Arcum's Sleigh	W	C	0.25	0.10	0.10
Arcum's Weathervane	A	U	1.00	0.50	0.50 0.50
Arcum's Whistle	A	Ŭ	1.00	0.10 0.50 0.50 0.50 0.10	0.50
Arenson's Aura	W	C	0.25	0.10	0.10
Armor of Faith	W	CCC	0.25	0.10	0.10
Arnjlot's Ascent	U		0.25	0.10	0.10
Ashen Ghoul Aurochs	B	C	1.00	1.00 4	0.50
Avalanche	R	Ü	1.00	0.10 0.50	0.10 0.50
Balduvian Barbarians	R	Č	0.25	0.10	0.10
Balduvian Bears	G	C	0.25	0.10	0.10
Balduvian Conjurer	U	U	1.00	0.50	0.50
Balduvian Hydra	R	R	3.70	3.00	2.00
Balduvian Shaman Barbarian Guides	U R	C	0.25	0.10	0.10
Barbed Sextant	A	CCC	1.00 3.70 0.25 0.25 0.25	0.10	0.10 0.10 0.10 0.50 0.50 0.10
Baton of Morale	A	Ŭ	1.00	0.10 0.50	0.50
Battle Cry	W	U	1.00	1.00 🛦	0.50
Battle Frenzy	R	C	0.25	0.10	0.10
Binding Grasp	U	Ü	1.00	1.00	0.50
Black Scarab Blessed Wine	W	C	1.00	0.50 0.10	0.50
Blinking Spirit	W	R	5.50	4.50 ▲	3.00
Blizzard	G	R	3.00	3.00	2.00
Blue Scarab	W	U	1.00	0.50	0.50
Bone Shaman	R	C	0.25	0.10	0.10
Brainstorm Brand of III Omen	U	C R	0.25	0.25	0.10
Brand of III Omen Breath of Dreams	R	U	3.00	3.00 0.50	3.00 0.50
Brine Shaman	В	C	0.25	0.30	0.10
Brown Ouphe	G	C	0.25	0.10	0.10
Brushland	L	R	7.00	6.00	5.00
Burnt Offering Call to Arms	В	C R	0.25	0.10	0.10
Caribou Range	W	R	3.00 3.00	3.00	2.50 2.00
Celestial Sword	A	R	3.00	3.00 4	2.00
Centaur Archer	D	Ü	1.00	0.50	0.50
Chaos Lord	R	R	3.00	0.50 2.50 A	2.50 0.50 2.00
Chaos Moon	R	R	3.00	3.00	2.50 2.50 0.10
Chromatic Armor Chub Toad	D G	R	3.00 0.25	3.00 🛦	2.50
Circle of Protection: Black	W	C	0.25	0.10	0.10
Circle of Protection: Blue	W	C	0.25	0.10	0.10
Circle of Protection; Green	W	Č	0.25	0.10	0.10
Circle of Protection: Red	W	000000	0.25	0.10	0.10
Circle of Protection: White	W	C	0.25	0.10	0.10
Clairvoyance	U	C	0.25	0.10	0.10
Cloak of Confusion Cold Snap	B	Ü	0.25	0.10 0.50	0.10
Conquer	R	Ü	1.00	1.00	0.50
Cooperation	W	C	0.25	0.10	0.10
Counterspell	U	C	0.25	0.25	0.10
Crown of the Ages	A	R	3.50	3.00	2.50
Curse of Marit Lage	R	R	3.00	3.00 4	2.00
Dance of the Dead Dark Banishing	В	C	1.00	1.00 A 0.10	0.50 0.10
Dark Ritual	В	C	0.25 0.25	0.10	0.10
Death Ward	W	UCCC	0.25	0.10 0.10	0.10
Deflection	U	R	6.30	4.00	4.00
Demonic Consultation	В	U	1.00	1.00 🛦	0.50
Despotic Scepter	A	R	3.00	3.00	2.50

Diabolic Vision	D	U	1.00	
Dire Wolves	G	C	0.25	(
Disenchant Dread Wight	W	C R	0.25 3.00	
Dreams of the Dead	Ŭ	Ü	1.00	(
Drift of the Dead	В	U	1.00	(
Drought Dwarven Armory	R	U	3.00	
Earthlink	Ď	R	3.50	3
Earthlore	G	C	3.50 0.25	(
Elder Druid Elemental Augury	G	R R	3.00	3
Elkin Bottle	A	R	3.00	3
Elvish Healer	W	C	0.25	(
Enduring Renewal	W	R	7.40	
Energy Storm Enervate	W	R C	3.00 0.25	(
Errant Minion	Ü	C	0.25	(
Errantry	R	C	0.25	(
Essence Filter Essence Flare	G	C	0.25	
Essence Vortex	D	Ŭ	1.00	(
Fanatical Fever	G	U	1.00	. (
Fear Fiery Justice	B	CR	3.00	
Fire Covenant	D	Ü	1.00	(
Flame Spirit	R	U	1.00	(
Flare Flooded Woodlands	R	CR	0.25	. (
Flow of Maggots	В		3.00	
Folk of the Pines	G	C	0.25	. (
Forbidden Lore	G	R	3.50	
Force Void	U	C	1.00	
Forest (3 versions) Forgotten Lore	G	Ü	1.00	
Formation	W	R	3.00	
Foul Familiar	В	C	0.25	. (
Foxfire Freyalise Supplicant	G	C	0.25	. !
Freyalise's Charm	G	Ü	1.00	
Freyalise's Winds	G	R	3.00	1
Fumarole	D	Ü	1.00	(
Fylgja Fyndhorn Bow	W	C	0.25	. (
Fyndhorn Brownie	G	C	0.25	(
Fyndhorn Elder	G	U	1.00	
Fyndhorn Elves	G	C	0.25	1
Fyndhorn Pollen Game of Chaos	G R	R R	3.00	-
Gangrenous Zombies	В	C	0.25	1
Gaze of Pain	В	C	0.25	-
General Jarkeld	W	R	3.00	
Ghostly Flame Giant Growth	G	R	3.50 0.25	1
Giant Trap Door Spider	D	Ŭ	1.00	
Glacial Chasm	L	U	1.00	
Glacial Crevasses Glacial Wall	R	R	3.00	
Glaciers	0	R	3.00	
Goblin Lyre	A	R	3.00	-
Goblin Mutant	R	Ũ	1.00	
Goblin Sappers Goblin Ski Patrol	R	C	0.25	1
Goblin Snowman	R	Ŭ	1.00	
Gorilla Pack	G	C	0.25	1
Gravebind Grave Spareh	В	R	3.00	
Green Scarab Grizzled Wolverine	W	C	1.00	. !
Hallowed Ground	W	Ü	1.00	
Halls of Mist	L	R	3.00	
Heal	W	C	0.25	1
Hecatomb Hematite Talisman	B	R	6.00	
Hipparion	W	U	1.00	
Hoar Shade	B	C	0.25	
Hot Springs Howl from Beyond	G B	R	3.50 0.25	
Hurricane	G	Ü	1.00	. !
Hyalopterous Lemure	В	U	1.00	
Hydroblast	U	C	0.25	1
Hymn of Rebirth Ice Cauldron	A	UR	1.00 3.00	
Ice Floe	L	Ü	1.00	(
Iceberg	U	Ü	1.00	(
Icequake Icy Manipulator	B A	U	1.00	
lcy Prison	U	R	6.30 3.00	-
Illusionary Forces	U	C	0.25	(
Illusionary Presence Illusionary Terrain	U	R	3.00	
Illusionary Terrain Illusionary Wall	U	U	1.00	(
Illusionary Wall Illusions of Grandeur	U	CR	0.25 5.00	
Imposing Visage	R	C	0.25	
Incinerate	R	C	0.25	
Infernal Darkness	В	R	3.00	
Infernal Denizen Infinite Hourglass	B	R	3.00	. !
Infuse	Û	C	0.25	
Island (3 versions)	L	С	0.25	
Jester's Cap	A	R	13.25	

					_
1.00	1.00 ▲	0.50	Kjeldoran Dead	В	C
0.25	0.10	0.10	Kieldoran Elite Guard	W	Ŭ
0.25	0.15	0.10	Kjeldoran Frostbeast	D	U
3.00	3.00 🛦	2.50	Kjeldoran Guard	W	C
1.00	0.50	0.50	Kjeldoran Knight	W	R
1.00	0.50	0.50	Kjeldoran Phalanx	W	R R
1.00 3.00	1.00 3.00 A	0.50 2.00	Kjeldoran Royal Guard Kjeldoran Skycaptain	W	Ü
3.50	3.00	2.50	Kjeldoran Skyknight	W	Č
0.25	0.10	0.10	Kjeldoran Warrior	W	C
3.00	3.00	3.00	Knight of Stromgald	В	U
3.00	3.00	2.50	Krovikan Elementalist	В	Ũ
3.00	3.00	2.50	Krovikan Fetish	В	C
0.25 7.40	0.10 5.00	0.10 4.00	Krovikan Sorcerer Krovikan Vampire	U B	Ü
3.00	3.00	2.00	Land Cap	L	R
0.25	0.10	0.10	Lapis Lazuli Talisman	A	Ü
0.25	0.10	0.10	Lava Burst	R	C
0.25	0.10	0.10	Lava Tubes	L	R
0.25	0.10	0.10	Legions of Lim-Dul	В	C
0.25	0.10	0.10	Leshrac's Rite	В	U
1.00	0.50	0.50 0.50	Leshrac's Sigil	В	U R
0.25	0.50	0.10	Lhurgoyf Lightning Blow	G	R
3.00	3.00	2.00	Lim-Dul's Cohort	В	C
1.00	0.50	0.50	Lim-Dul's Hex	В	Ŭ
1.00	0.50	0.50	Lost Order of Jarkeld	W	R
0.25	0.10	0.10	Lure	G	U
3.00	3.00 🛦	2.00	Maddening Wind	G	Ū
3.00 ° 0.25	2.50 4	2.00	Magus of the Unseen	U	R
3.50	0.10 3.00	0.10 2.50	Malachite Talisman Marton Stromgald	R	R
1.00	0.50	0.50	Melee	R	Ü
0.25	0.10	0.10	Melting	R	U
1.00	0.50	0.50	Mercenaries	W	R
3.00	3.00	2.50	Merieke Ri Berit	D	R
0.25	0.10	0.10	Mesmeric Trance	U	R
0.25	0.10 0.50	0.10 0.50	Meteor Shower Mind Ravel	R	C
1.00	0.50	0.50	Mind Warp	В	Ü
3.00	2.50	2.00	Mind Whip	В	Ř
1.00	0.50	0.50	Minion of Leshrac	В	R
0.25	0.10	0.10	Minion of Tevesh Szat	В	R
1.00	0.50	0.50	Mistfolk	U	C
0.25	0.10	0.10	Mole Worms	В	U
1.00	1.00 0.25	1.00 0.10	Monsoon Moor Fiend	B	R
3.00	2.00	2.00	Mountain (3 versions)	L	Č
3.00	2.50 🛦	2.00	Mountain (3 versions) Mountain Goat	R	Č
0.25	0.10	0.10	Mountain Titan	D	R
0.25	0.10	0.10	Mudslide	R	R
3.00	3.00 🛦	2.00	Musician	Ü	R
3.50 0.25	3.00	3.00	Mystic Might	U	R
1.00	0.10 0.50	0.10 0.50	Mystic Remora Nacre Talisman	A	Ü
1.00	1.00 🛦	0.50	Naked Singularity	A	R
3.00	3.00	2.50	Nature's Lore	G	Ü
1.00	1.00 🛦	0.50	Necropotence	В	R
3.00	3.00	3.00	Norritt	В	C
3.00	3.00	2.50	Oath of Lim-Dul	В	R
1.00	1.00 A 0.10	0.50	Onyx Talisman	A	U
0.25	0.10	0.10 0.10	Orcish Cannoneers Orcish Conscripts	R	C
1.00	0.50	0.50	Orcish Farmer	R	Č
0.25	0.10	0.10	Orcish Healer	R	U
3.00	2.50	2.00	Orcish Libranan	R	R
1.00	0.50	0.50	Orcish Lumberjack	R	C
1.00	0.10	0.10 0.50	Orcish Squatters	R	R
3.00	3.00	2.50	Order of the Sacred Torch Order of the White Shield	W	U
0.25	0.10	0.10	Pale Bears	G	R
6.00	4.00	3.00	Panic	R	C
1.00	0.50	0.50	Pentagram of the Ages	A	R
1.00	0.50	0.50	Pestilence Rats	В	C
0.25	0.10	0.10	Phantasmal Mount	U	U
3.50 0.25	3.00 A	2.50 0.10	Pit Trap Plains (3 versions)	A	C
1.00	1.00	0.50	Polar Kraken	Ü	Ř
1.00	0.50	0.50	Portent	U	C
0.25	0.25	0.10	Power Sink	U	C
1.00	0.50	0.50 2.50	Pox Priometic Word	В	R
1.00	3.00 0.50	0.50	Prismatic Ward Pygmy Allosaurus	W	C R
1.00	0.50	0.50	Pyknite -	G	
1.00	1.00	1.00	Pyroblast	R	C
6.30	4.50 ▲	4.00	Pyroclasm	R	U
3.00	3.00 4	2.50	Rally	W	C
3.00	0.10 3.00 A	0.10 2.00	Ray of Command Ray of Erasure	U	C
1.00	0.50	0.50	Reality Twist	U	R
0.25	0.10	0.10	Reclamation	D	R
5.00	5.00	4.00	Red Scarab	W	U
0.25	0.10	0.10	Regeneration	G	C
0.25	0.25	0.10	Rime Dryad Ritual of Subdual	G	C
3.00	3.00	2.80	Ritual of Subdual	G	R
3.00	3.00 § 2.50 Å	2.80	River Delta Runed Arch	L A	R R
0.25	0.10	0.10	Sabretooth Tiger	R	C
0.25	0.10	0.10	Sacred Boon	W	U
13.25	8.50 ▲	6.80	Scaled Wurm	G	C
8.50	5.00 🛦	4.00	Sea Spirit	U	Ü
1.00	1.00 1.00 A	0.50 0.50	Seizures Seranh	B W	CR
7.00	7.00	4.00	Seraph Shambling Strider	G	C
0.25	0.10	0.10	Shatter	R	CCC
1.00	1.00	0.80	Shield Bearer	W	C
7.10 1.00	6.00	6.00	Shield of the Ages	A	U
1.00	1.00 🛦	0.50	Shyft Sibilant Spirit	U	R
3.00	3.00 0.10	2.50 0.10	Sibilant Spirit Silver Erne	U	U
			vour local game re		

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!



Jeweled Amule Jokulhaups Juniper Order Druid Justice

Karplusan Forest Karplusan Giant



Skeleton Ship	D	R 3.00	3.00	2.80
Skull Catapult	A	U 1.00	1.00▲	0.50
	Û			
Sleight of Mind			1.00	0.50
Snow Devil	- 0	C 0.25	0.10	0.10
Snow Fortress	A	R 3.00	3.00	2.50
Snow Hound	W	U 1.00	0.50	0.50
Snowblind	G	R 3.20	3.00	2.50
Snow-Covered Forest	L	C 0.25	0.25 0.25	0.10
Snow-Covered Island	L	C 0.25	0.25	0.10
Snow-Covered Mountain	L	C 0.25	0.25	0.10
Snow-Covered Plains	L	C 0.25	0.25	0.10
Snow-Covered Swamp	L	C 0.25	0.25	0.10
Snowfall	Ū	C 0.25	0.10	0.10
Soldevi Golem	A	R 3.70	3.00	2.80
Soldevi Machinist	U	U 1.00	0.50	0.50
Soldevi Simulacrum	A	U 1.00	0.50	0.50
Songs of the Damned	В	C 0.25	0.10	0.10
Soul Barrier	U	U 1.00	0.50	0.50
Soul Burn	В	C 0.25	0.25	0.10
Soul Kiss	В	C 0.25	0.10	0.10
Spectral Shield	D	U 1.00	0.50	0.50
	В		3.00	
Spoils of Evil		R 3.00		3.00
Spoils of War	В	R 3.00	3.00	2.00
Staff of the Ages	A	R 3.00	2.00	2.00
Stampede	G	R 3.70	3.00	3.00
Stench of Evil	В	U 1.00	1.00▲	0.50
Stone Rain	R	C 0.25	0.10	0.10
Stone Spirit	R	U 1.00		0.50
Stonehands	R	C 0.25	0.10	0.10
	Đ	R 3.00	3.00	2.50
Storm Spirit	D			3.00
Stormbind		R 4.00	3.70	
Stromgald Cabal	В	R 3.00		3.00
Stunted Growth	G	R 3.70	3.00	3.00
Sulfurous Springs	L	R 7.40		6.00
Sunstone	Α	U 1.00	0.50	0.50
Swamps (3 versions)	L	C 0.25	0.10	0.10
Swords to Plowshares	W	U 2.00	1.10	0.80
Tarpan	G	C 0.25	0.10	0.10
	Ğ	U 1.00	1.00	1.00
Thermokarst				0.50
Thoughtleech	G	U 1.00	0.50	
Thunder Wall	U	U 1.00		0.50
Timberline Ridge	L	R 3.00	3.00	2.50
Time Bomb	A	R 3.00	3.00	3.00
Tinder Wall	G	C 0.25	0.10	0.10
Tor Giant	R	C 0.25	0.10	0.10
Total War	R	R 3.00	2.50▲	2.00
	В	C 0.25		0.10
Touch of Death	G			
Touch of Vitae				0.50
Trailblazer	G	R 3.00		2.50
Underground River	L	R 7.40		6.00
Updraft	U	U 1.00		0.50
Urza's Bauble	A	U 1.00	1.00 4	0.50
Veldt	L	R 3.00		2.50
Venomous Breath	L G	U 1.00		0.50
Vertigo	Ř	U 1.00		0.50
	A	R 3.00		3.00
Vexing Arcanix				2.00
Vibrating Sphere	A	R 3.00		
Walking Wall	A	U 1.00		0.50
Wall of Lava	R	U 1.00		0.50
Wall of Pine Needles	G	U 1.00		0.50
Wall of Shields	Α	U 1.00		0.50
War Chariot	A	U 1.00		0.50
Warning	W	C 0.25	0.10	0.10
Whalebone Glider	A	U 1.00		0.50
White Scarab	W	U 1.00		0.50
	G	U 1.00		0.50
Whiteout	G	R 3.50		3.00
Wiitigo			0.10	
Wild Growth	G	C 0.25		0.10
Wind Spirit	Ü	U 1.00		0.50
Wings of Aesthir	D	U 1.00		0.50
Winter's Chill	U	R 3.00		2.50
Withering Wisps	В	U 1.00		0.50
Woolly Mammoths	G	C 0.25	0.10	0.10
Woolly Spider	G	C 0.25		0.10
Word of Blasting	Ř	U 1.00		0.50
Word of Undoing	Û	C 0.25		0.10
Word of Undoing	Ü			
Wrath of Marit Lage		R 3.00	3.00	2.00
Yavimaya Gnats	G	U 1.00		0.50
Zuran Enchanter	U	C 0.25	0.25	0.10
Zuran Orb	A	U 1.50	1.00	0.90
Zuran Spellcaster	U	U 1.50 C 0.25	0.25	0.10
Zur's Weirding	U	R 4.80	3.50▲	3.00
Total			491.95	408.10

PO MCI		25 Ca	rde	
Chronicles Set	MINISTRA	75.00	60.00	48.00
Chronicles Booster Box Chronicles Booster Pack		157.00 5.00	147.00 4.00	119.00 4.00
CARD NAME	COL	RAR UPR	MED	LOW
Abu Jafar	W	U3 1.00	1.00	0.70
Active Volcano Akron Legionnaire	R	C3 0.25 U1 1.90	0.25 1.50	0.15 1.20
Aladdin	R	U1 1.90	1.50	1.20
Angelic Voices Arcades Sabboth	0	U1 3.00	3.00	1.90 2.90
Arena of the Ancients Argothian Pixies	A	U1 1.70 C3 0.25	1.30 0.25	1.10 0.15
Ashnod's Altar Ashnod's Transmogrant	A	C2 0.25	0.25 0.25	0.15
Axelrod Gunnarson	D	U1 1.70	1.30	0.15 1.10
Ayesha Tanaka Azure Drake	D	U1 1.70 U3 1.00	1.30 0.70	1.10 0.50
Banshee	В	U3 1.00	0.70	0.50
Barl's Cage Beasts of Bogardan	A	U1 2.00 U3 1.10	1.70 0.70	1.10 0.50
Blood Moon Blood of the Martyr	R	U1 3.00 U3 1.00	2.80 0.70	2.20 0.50
Bog Rats	В	C3 0.25	0.25	0.15
Book of Rass Boomerang	A	U1 1.60 C3 0.25	1.20	1.00 0.15
Bronze Horse Cat Warriors	A	U1 1.80 C3 0.25	1.50 A 0.25	1.10 0.15
Chromium	D	U1 4.90	4.50	3.60
City of Brass Cocoon	G	U1 7.00 U3 1.00	6.60 V 0.70	6.30 0.50
Concordant Crossroads	G	U1 3.00	2.90	2.60
Craw Giant Cuombajj Witches	G B	U3 1.10 C3 0.25	1.00 0.25	0.70 0.15
Cyclone Dakkon Blackblade	G	U1 2.00 U1 3.90	2.00 3.00	1.50 2.40
Dance of Many	U		2.00	1.50
Dandan D'Avenant Archer	W	U1 2.00 C3 0.25 C3 0.25	0.25 0.25	0.15 0.15
Divine Offering Emerald Dragonfly	W	C3 0.25 C3 0.25	0.25 0.25	0.15 0.15
Enchantment Alteration	U	U3 1.00	0.70	0.50
Erhnam Djinn Fallen Angel	G B	U3 4.50 U3 2.10	4.00	3.50 1.00
Feldon's Cane Fire Drake	A	C2 1.00 U3 1.00	1.00	0.45 0.60
Fishliver Oil	Ü	C3 0.25	0.25	0.15
Flash Flood Fountain of Youth	U	C3 0.25 C3 0.25 C2 0.25	0.25	0.15 0.15
Gabriel Angelfire	DA	U1 1.70 U1 2.00	1.30	1.10 1.50
Gauntlets of Chaos Ghazban Ogre	G	C3 0.25	0.25	0.15
Giant Slug Goblin Artisans	B	C3 0.25 U3 1.00	0.25 0.70	0.15 0.50
Goblin Digging Team	R	C3 0.25 C3 0.25	0.25	0.15 0.15
Goblin Shrine Goblins of the Flarg	R	C3 0.25	0.25	0.15
Hasran Ogress Hell's Caretaker	B	C3 0.25 U1 3.00	0.25 3.00	0.15 2.90
Horn of Deafening Indestructible Aura	A	U1 2.00 C3 0.25	2.00	1.50 0.15
Ivory Guardians	W	U3 1.00	0.25	0.50
Jalum Tome Jeweled Bird	A	U1 2.00 U1 1.30	2.00	1.50 1.00
Johan	D	U1 2.20 U1 2.00	1.30	1.10 1.50
Juxtapose Keepers of the Faith	W	C3 0.25	0.25	0.15
Kei Takahashi Land's Edge	D R	C1 0.25 U1 2.50	0.25	0.15 2.10
Living Armor	A	C2 0.25	0.25	0.15
Marhault Elsdragon Metamorphosis	G	C3 0.25	0.25	0.15 0.15
Mountain Yeti Nebuchadnezzer	R	C3 0.25 U1 3.30	0.25	0.15 2.20
Nicol Bolas	D	U1 5.00	5.00	4.40
Obelisk of Undoing Palladia-Mors	A D	U1 1.80 U1 4.40	1.50 4	
Petra Sphinx Primordial Ooze	W	U1 1.70 U3 1.00	1.30	1.10 0.50
Puppet Master	Ü	U3 1.00	0.70	0.50 0.70
Rabid Wombat Rakalite	A	U3 1.00 U1 1.70	1.30	1.10
Recall Remove Soul	U	U3 1.60 C3 0.25 C3 0.25	1.20	1.00
Repentant Blacksmith	W	C3 0.25 C3 0.25 U1 1.70	0.25	0.15
Revelation Rubinia Soulsinger	G	U1 2.00	2.00	0.15 1.10 1.40
Runesword Safe Haven	A	C2 0.25 U1 1.70	0.25	0.15 1.10
Scavenger Folk	G	C3 0.25	0.25	0.15
Sentinel Serpent Generator	A	U1 1.90 U1 3.00	2.80	2.30
Shield Wall Shimian Nightstalker	W	U3 1.00 U3 1.00		0.50
Sivitri Scarzam	0	. C1 0.25	0.25	0.50 0.15
Sol'Kanar the Swamp King Stangg	0	U1 4.40 U1 1.70	3.40	3.10 1.10
Storm Seeker	G	U3 1.10	1.00	1.00
Takklemaggot Teleport	U	U3 1.00 U1 2.00	0.70 2.00	0.50 1.50
The Fallen The Wretched	B	U3 1.00 U1 3.00	1.00	0.70 2.90
Tobias Andrion	D	C1 0.25	0.25	0.15
Tor Wauki	ט ט	C1 0.25	0.25	0.15

Chronicles

Transmutation Triassic Egg Urza's Mine, claw sphere Urza's Mine, mouth Urza's Mine, mouth Urza's Mine, mouth Urza's Mine, pulley Urza's Mine, tower Urza's Powerplant, bug Urza's Powerplant, column Urza's Powerplant, column Urza's Powerplant, column Urza's Tower, rock in pot Urza's Tower, forest Urza's Tower, mountains Urza's Tower, shore Vaewiciis Asmadi Voodoo Doll Wall of Heat Wall of Opposition Wall of Vapor Wall of Wonder Wall of Wonder Wall of Wonder Wall forest Wall of Wonder Wall forest Wall forest Wall of Wonder Wall forest Wall of Wonder Wall forest Wall forest Wall of Wonder Wall forest Wall forest Wall of Wonder Wall forest	A B A L L L L L L L L L L L L L L L L L	C2 0.22 C3 0.22 C3 0.22 C3 0.22 C3 0.22 C3 0.22 C5 0.22 C5 0.22 C5 0.22 C6 0.2	5055555555555550050050000	0.25 0.25 2.00 0.25 0.25 0.25 0.25 0.25	0.15 0.15 0.15 0.15 0.15 0.15 0.15 0.15
HoWelv	I	S	1	15 Ca	ards
Homelands Set Homelands Booster Box Homelands Booster Pack		45.0 92.0 2.5	0	44.00 ¥ 80.00 2.00	40.00 70.00 1.70
	OL W	U3 1.0		MED 0.50	0.50

press	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
Howeler	DS ₁	15 Ca	ırds
Homelands Set Homelands Booster Box Homelands Booster Pack	45.00 92.00 2.50	44.00 ▼ 80.00 2.00	40.00 70.00 1.70
CARD NAME (COL RAR UPR	MED	LOW
Abbey Gargoyles	W U3 1.00		0.50
Abbey Matron #1 & #2	W C2 0.25	0.50 0.25	0.10
Aether Storm	U U3 1.00	0.80	0.50
Aliban's Tower #1 & #2	R C2 0.25 R C1 0.25	0.25	0.10
Ambush Party #1 & #2	R C2 0.25	0.25	0.10
An-Havva Constable	G U1 2.00	1.10	1.00
An-Havva Inn	G U3 1.00	0.50	0.50
An-Havva Township An-Zerrin Ruins	L U3 1.00 R U1 2.00	0.50 1.00	0.50 1.00
Anaba Ancestor	R U1 2.00	1.00	1.00
Anaba Bodyguard #1 & #2	R C2 0.25	0.25	0.10
Anaba Shaman #1 & #2	R C2 0.25	0.25	0.10
Anaba Spirit Crafter	R U1 2.00	1.50 4	1.00
Apocalypse Chime Autumn Willow	A U1 2.00 G U1 5.00	1.50▲ 5.00▲	1.00 4.00
Aysen Abbey	L U3 0.80	0.50	0.50
Aysen Bureaucrats #1 & #2	W C2 0.25	0.25	0.10
Aysen Crusader	W U1 2.00	1.10	1.00
Aysen Highway Baki's Curse	W U1 2.00 U U1 2.00	2.00 4	1.00
Baron Sengir	B U1 7.00	1.10 6.00	6.00
Baron Sengir Beast Walkers	W U1 2.00	1.00	1.00
Black Carriage	B U1 2.00	1.00	1.00
Broken Visage	B U1 2.00 G C2 0.25	1.00	1.00 0.10
Carapace #1 & #2 Castle Sengir	G C2 0.25 L U3 1.00	0.25	0.10
Cemetery Gate #1 & #2	B C2 0.25	1.00 0.25	0.10
Chain Stasis	U U1 2.00	1.30 0.25	1.00
Chandler	R C1 0.25 A C1 0.25	0.25	0.10
Clockwork Gnomes Clockwork Steed	A C1 0.25	0.25 0.25	0.10
Clockwork Swarm	A C1 0.25	0.25	0.10
Coral Reef	U C1 0.25	0.25 0.25	0.10
Dark Maze #1 & #2	U C2 0.25 G U1 2.00	0.25	0.10 1.10
Daughter of Autumn Death Speakers	W U3 1.00	2.00 A 0.50	0.50
Didgeridoo	A U1 3.00	2.50▲	1.50
Drudge Spell	B U3 0.80	0.50	0.50
Dry Spell #1 & #2	B C2 0.25	0.25	0.10
Dwarven Pony	R U1 2.00 R U1 2.00	1.00	1.00
Dwarven Sea Clan Dwarven Trader #1 & #2	R U1 2.00 R C2 0.25 A C1 0.25	0.25	0.10
Ebony Rhino	A C1 0.25	0.25	0.10
Eron the Relentless	R U3 1.10	1.00 4	0.50
Evaporate Faerie Noble	R U3 0.80 G U1 2.00	0.50	0.50 1.10
Feast of the Unicorn #1 & #2	B C2 0.25	0.25	0.10
Feroz's Ban	A U1 2.00	1.50 A 0.25	1.00
Folk of An-Havva #1 & #2	G C2 0.25 U U1 2.00	0.25	0.10
Forget Funeral March	B C1 0.25	0.25	0.10
Ghost Hounds	B U3 0.80	0.50	0.50
Giant Albatross #1 & #2	U C2 0.25	0.25	0.10
Giant Oyster	U U3 0.80	0.50	0.50 1.00
Grandmother Sengir Greater Werewolf	B U1 2.00 B C1 0.25	1.50 A 0.25	0.10
Hazduhr the Abbot	W U1 2.00	1.00	1.00
Headstone	B C1 0.25	0.25	0.10
Heart Wolf	R U1 2.00	1.00	1.00
Hungry Mist #1 & #2 Ihsan's Shade	G C2 0.25 B U3 1.10	0.25	0.10
Irini Sengir	B U3 1.00	0.80	0.50
Ironclaw Curse	R U1 2.00	1.00	1.00
Jinx	U C1 0.25 R C1 0.25	0.25 0.25	0.10
Joven's Ferrets	U C1 0.25 R C1 0.25 G C1 0.25	0.25	0.10 0.10
Joven's Tools	A U3 1.00	0.50	0.10
Koskun Falls	B U1 2.00	1.10	1.00

Leeches Mammoth Harness Marjhan Memory Lapse #1 & #2 Merchant Scroll Mesa Falcon #1 & #2 Mystic Decree Narwhal Orsish Mine Primal Order Prophecy Rashka the Slayer Reef Pirates #1 & #2 Retribution Reveka, Wizard Savant Root Spider Roots Roterothopter Rysorian Badger Samite Alchemist #1 & #2 Sea Torll Sengir Autocrat Sengir Bats #1 & #2 Serra Aviary Serra Inquisitors Serra Paladin Serrated Arrows Shrink #1 & #2 Soraya the Falconer Spectral Bears Timmerian Fiends Torture #1 & #2 Truce Veldrane of Sengir Wall of Kelp Willow Priestess Winter Sky Witzards' School Total	W U1 2.00 U 12 2.00 U U1 2.00 U C1 0.25 W C2 0.25 W C3 0.25 W U1 3.00 W C1 0.25 W U3 1.00 W C1 0.25 W U3 1.00 W C1 0.25 W U3 1.00 W C2 0.25 G C1 0.25 W U3 1.00 W C2 0.25 U U3 0.80 U U1 2.00 W C2 0.25 U U3 0.80 W C2 0.25 W U1 3.08 B U1 2.00 W C2 0.25 W U1 3.08 B U1 2.00 W C2 0.25 W U1 3.08 B U1 2.00 W C2 0.25 W U1 3.08 B U1 2.00 W C2 0.25 W U1 3.08 B U1 2.00 W C1 0.25 W U1 3.08 B U1 2.00 W C1 0.25 W U1 3.08 U U1 3.08	1.00 1.50 A 0.25 2.50 A 0.25 2.50 A 0.25 0.50 0.25 0.50 0.50 0.50 0.50 0.25 0.50 0.50 0.50 0.25 0.50 0.50 0.25 0.50	0.50 0.10 0.10 0.50 1.00 0.50 0.50 0.10 1.00
AHAN	ES" (44 Ca	ards
Alliances Set Alliances Booster Box	130.00	98.00 v	80.00

Alliances Booster Box Alliances Booster Pack		1	99.00 6.00	180.00▼ 5.30▼	161.00 4.70
CARD NAME	COL	RAR	UPR	MED	LOW
Aesthir Glider #1 & #2	A	C1	0.25	0.25	0.10
Agent of Stromgald #1 & #2	R	C1	0.25	0.25	0.10
Arcane Denial #1 & #2	U	C1	0.80	0.30	0.10
Ashnod's Cylix	A	R2	3.30	3.00	2.90
Astrolabe #1 & #2	A	C1	0.25	0.25	0.10
Awesome Presence #1 & #2	U	C1	0.25	0.25	0.10
Balduvian Dead	В	U2	1.00	1.00▲	0.50
Balduvian Horde	R	R2	8.00	8.004	6.00
Balduvian Trading Post	L	R2	3.00	3.00	2.00
Balduvian War-Makers #1 &		C1	0.25	0.25	0.10
Benthic Explorers #1 & #2	U	C1	0.25	0.25	0.10
Bestial Fury #1 & #2	R		20.25	0.25	0.10
Bounty of the Hunt	G	U2	1.00	1.00	0.80
Browse	Ü	U2	1.00	1.00	0.50
Burnout	R	U2	1.00	1.00	0.50
Carrier Pigeons #1 & #2	W	C1	0.25	0.25	0.10
Casting of Bones #1 & #2	В	C1	0.25	0.25	0.10
Chaos Harlequin	R	R2	3.00	2.00	2.00
Contagion	В	U2	1.00	1.00	1.00
	G	U3	1.00	0.50	0.50
Deadly Insect #1 & #2	R	U2	1.00	0.80	0.50
Death Spark	ü	R2	4.00	3.00	3.00
Diminishing Returns	В	U2		0.80	0.50
Diseased Vermin	B		1.00		
Dystopia		R2	4.00	3.00	3.00
Elvish Bard	G	U2	1.00		0.50
Elvish Ranger #1 & #2		C1	0.25	0.25	0.10
Elvish Spirit Guide	G	U2	1.50		1.00
Energy Arc		U2	1.00	1.00	0.50
Enslaved Scout #1 & #2	R	C1	0.25	0.25	0.10
Errand of Duty #1 & #2	W	C1		0.25	0.10
Exile	W	R2	5.00	4.00	4.00
False Demise #1 & #2	U	U3	1.00		0.50
Fatal Lore	В	R2	4.00	3.00	
Feast or Famine #1 & #2	В	U3	1.00		0.50
Fevered Strength #1 & #2			20.25	0.25	0.10
Floodwater Dam	A	R2	3.30		2.40
Force of Will	U		10.00		3.00
Foresight #1 & #2	U	C1	0.25	0.25	0.10
Fyndhorn Druid #1 & #2	G	C1	0.25	0.25	0.10
Gargantuan Gorilla	G	R2	3.00		
Gift of the Woods #1 & #2	G	C1	0.25	0.25	0.10
Gorilla Berserkers #1 & #2			20.25		0.10
Gorilla Chieftan #1 & #2	G	C1	0.25	0.25	0.10
Gorilla Shaman #1 & #2	R	U3	1.00	1.00	0.50
Gorilla War Cry #1 & #2	R	C1/C	20.25	0.25	0.10
Guerilla Tactics #1 & #2	R	C1/C	20.25	0.25	0.10
Gustha's Scepter	- A	R2	3.30	3.00	2.90
Hail Storm	G	U2	1.00	0.80	0.50
Heart of Yavimaya	L	R2	4.00	3.00	2.50
Helm of Obedience	A	R2	6.00		4.00
Inheritance	W	U2	1.00		0.50
Insidious Bookworms #1 &	#2B	C1	0.25	0.25	0.10
Ivory Gargoyle	W	R2	4.00		3.00
Juniper Order Advocate	W	U2	1.00	1.00	0.50
Kaysa	G	R2	5.00		3.00
			-	-4-21-	



Keeper of Tresserhorn B R2 3.00 3.00 3.00	Arrhan Driver		Reality Ripple U C 0.25 0.25 0.10
Kjeldoran Escort #1 & #2 WC1/C20.25 0.25 0.10 Kjeldoran Home Guard W U2 1.00 0.80 ▲ 0.50	Amber Prison A R 4.00 3.00 2.00 Amulet of Unmaking A R 3.00 3.00 2.80 Ancestral Memories U R 4.00 3.00 3.00	Frenetic Efreet D R 5.00 3.00 3.00 Giant Mantis G C 0.25 0.25 0.10	Reckless Embermage R R 3.00 3.00 2.00 Reflect Damage D R 4.00 3.00 2.00
Kjeldoran Outpost L. R2 9.00 8.00 6.00 Kjeldoran Pride #1 & #2 W C1 0.25 0.25 0.10 Krovikan Horror B R2 5.00 4.00 4.00	Armor of Thorns G C 0.25 0.25 0.10 Armorer Guildmage R C 0.25 0.25 0.10 Armore Duvidence R C 0.25 0.25 0.20	Gibbering Hyenas G C 0.25 0.25 0.10 Goblin Elite Infantry R C 0.25 0.25 0.10	Regeneration G C 0.25 0.25 0.10 Reign of Chaos R U 1.00 1.00 0.50 Reign of Terror B U 1.00 1.00 ▲ 0.50
Krovikan Horror B R2 5.00 4.00 4.00 Krovikan Plague B U2 1.00 0.80 ▲ 0.50 Lake of the Dead L R2 8.00 6.00 5.00	Ashen Powder B R 3.00 3.00 2.80 Asmira, Holy Avenger D R 3.00 3.00 2.00 Auspicious Ancestor W R 3.00 3.00 2.00	Goblin Scouts	Reign of Terror B U 1.00 1.00 ▲ 0.50 Reparations D R 4.00 3.00 2.50 Restless Dead B C 0.25 0.25 0.10
Lat-Nam's Legacy #1 & #2 U C1 0.25 0.25 0.10 Library of Lat-Nam U R2 3.50 3.00 3.00	Azimaet Drake U C 0.25 0.25 0.10 Bad River L U 1.00 1.00 1.00	Granger Guildmage G C 0.25 0.25 0.10 Grasslands L U 1.00 1.00 0.80	Ritual of Steel W C 0.25 0.25 0.10 Rock Basilisk D R 3.00 3.00 ▲ 2.00
Lim-Dul's High Guard #1 & #2 B C1 0.25 0.25 0.10 Lim-Dul's Paladin D U2 1.00 1.00 0.50	Barbed Foliage G U 1.00 1.00 1.00 Barbed-Back Wurm B U 1.00 1.00 0.50	Grave Servitude B C 0.25 0.25 0.10 Gravebane Zombie B C 0.25 0.25 0.10	Rocky Tar Pit L U 1.00 1.00 0.80 Roots of Life G U 1.00 1.00 0.50
Lim-Dul's Vault D U2 1.00 1.00 1.00 Lodestone Bauble A R2 4.00 3.00 3.00 Lord of Tresserhorn D R2 5.00 4.00 4.00	Barreling Attack R R 3.00 3.00 ▲ 2.00 Basalt Golem A U 1.00 1.00 0.50 Bay Falcon U C 0.25 0.25 0.10	Grim Feast D R 3.60 3.00 3.00 Grinning Totem A R 6.00 5.00 5.00	Sabertooth Cobra G C 0.25 0.10 Sacred Mesa W R 6.00 5.00 ▲ 4.00 Sand Golem A U 1.00 1.00 0.50
Lord of Tresserhorn D R2 5.00 4.00 4.00 Martyrdom #1 & #2 W C1 0.25 0.25 0.10 Misfortune D R2 3.50 3.00 2.00	Bay Falcon	Hakim, Loreweaver U R 3.30 3.00 2.80 Hall of Gemstone G R 3.00 3.00 3.00 Hammer of Bogardan R R 11.00 10.00 ▲ 8.00	Sand Golem A U 1.00 1.00 0.50 Sandbar Crocodile U C 0.25 0.25 0.10 Sandstorm G C 0.25 0.25 0.10
Mishra's Groundbreaker	Benthic Djinn	Harbinger of Night B R 3.00 3.00 3.00 Harbor Guardian D U 1.00 1.00 ▲ 0.50	Sapphire Charm U C 0.25 0.25 0.10 Savage Twister D U 1.00 1.00 0.50
Mystic Compass A U2 1.00 1.00 △ 0.50 Nature's Blessing D U2 1.00 1.00 0.50 Nature's Chosen G U2 1.00 0.80 △ 0.50	Blighted Shaman B U 1.00 1.00 0.50	Harmattan Efreet	Sawback Manticore DR 3.00 3.00 2.00 Sea Scryer UC 0.25 0.25 0.10 Sealed Fate UC 1.00 1.00 0.50
Nature's Wrath	Blistering Barrier R C 0.25 0.25 0.10 Bone Harvest B C 0.25 0.25 0.10	Healing Salve W C 0.25 0.25 0.10 Hivis of the Scale R R 3.00 3.00 3.00	Searing Spear Askan R C 0.25 0.25 0.10
Omen of Fire R R2 3.00 3.00 ▲ 2.00 Phantasmal Fiend #1 & #2 B C1 0.25 0.25 0.10 Phantasmal Sphere U R2 3.00 3.00 ▲ 2.00	Bone Mask	Horrible Hordes	Seeds of Innocence G R 3.00 3.00 2.00 Serene Heart G C 0.25 0.25 0.10 Sewer Rats B C 0.25 0.25 0.10
Phelddagrif DR2 4.00 3.00 3.00 Phyrexian Boon #1 & #2 B C1 0.25 0.25 0.10	Brushwagg G R 3.00 3.00 2.80 Builder's Bane R C 0.25 0.25 0.10	Illicit Auction	Sewer Rats B C 0.25 0.25 0.10
Phyrexian Devourer A R2 3.00 3.00 4 2.50 Phyrexian Portal A R2 3.30 3.00 2.80 Phyrexian War Beast #1 & #2 A C1 0.25 0.25 0.10	Burning Palm Efreet R U 1.00 1.00 0.50 Burning Shield Askari R C 0.25 0.25 0.10	Infernal Contract	Shallow Grave B R 4.00 3.00 2.00 Shaper Guildmage U C 0.25 0.25 0.10
Phyrexian War Beast #1 & #2 A C1 0.25 0.25 0.10 Pillage R U2 2.00 1.50 1.30 Primitive Justice R U2 1.00 1.00 A 0.50	Cadaverous Bloom D R 6.00 4.00 3.00 Cadaverous Knight B C 0.25 0.25 0.10 Canopy Dragon G R 5.00 5.00 4.00	Island (A,B,C,D)	Shauku, Endbringer B R 3.00 3.00 2.00 Shauku's Minion D U 1.00 1.00 ▲ 0.50 Shimmer U R 3.00 3.00 2.50
Pyrokinesis Reinforcements #1 & #2 W C1 0.25 0.25 0.10	Carrion B R 3.00 3.00 2.00 Catacomb Dragon B R 6.00 5.00 5.00	Jolrael's Centaur G C 0.25 0.25 0.10 Jolt U C 0.25 0.25 0.10	Sidar Jabari W R 3.00 3.00 2.00 Sirocco R U 1.00 1.00 1.00
Reprisal #1 & #2 W U3 1.00 1.00	Celestial Dawn W R 6.00 3.00 ▼	Jungle Patrol G R 3.00 3.00 ▲ 2.00 Jungle Troll D U 1.00 1.00 0.50 Jungle Wurm G C 0.25 0.25 0.10	Skulking Ghost B C 0.25 0.25 0.10 Sky Diamond A U 1.50 1.00 1.00 Soar U C 0.25 0.25 0.10
Royal Decree W R2 3.00 3.00 2.00 Royal Herbalist #1 & #2 W C1 0.25 0.25 0.10	Chaosphere R R 3.00 3.00 2.00 Charcoal Diamond A U 1.50 1.00 1.00	Kaervek's Hex B U 1.00 1.00 0.50 Kaervek's Purge D U 1.00 1.00 0.50	Soar U C 0.25 0.25 0.10 Soul Echo W R 4.00 3.00 ▲ 2.00 Soul Rend B U 1.00 1.00 0.50
Scarab of the Unseen	Chariot of the Sun A U 1.00 1.00 0.50 Choking Sands B C 0.25 0.25 0.10 Cinder Cloud R U 1.00 1.00 0.50	Kaervek's Torch R C 0.30 0.25 0.10 Karoo Meerkat G U 1.00 1.00 0.50	Soulshriek B C 0.25 0.25 0.10 Spatial Binding D U 1.00 1.00 0.50
Seasoned Tactician W U2 1.00 0.80 ▲ 0.50 Sheltered Valley L R2 3.00 3.00 2.00	Circle of Despair Civic Guildmage D R 3.00 3.00 2.00 W C 0.25 0.10	Kukemssa Pirates U R 3.00 3.00 ▲ 2.00 Kukemssa Serpent U C 0.25 0.25 0.10 Lead Golem A U 1.00 1.00 0.50	Spectral Guardian W R 3.00 3.00 2.00 Spirit of the Night B R 8.00 7.00 6.00 Spitting Earth R C 0.25 0.25 0.10
Shield Sphere A U2 1.00 0.80 Sol Grail A R6 2.30 2.00 1.00 Soldevi Adnate #1 8.#2 B C1 0.25 0.25 0.10	Cloak of Invisibility	Leering Gargoyle DR 3.00 3.00 ▲ 2.00 Lightning Reflexes R C 0.25 0.25 0.10	Stalking Tiger G C 0.25 0.25 0.10 Stone Rain R C 0.25 0.25 0.10
Soldevi Adnate #1 & #2	Coral Fighters U U 1.00 1.00 0.50 Crash of Rhinos G C 0.25 0.25 0.10 Crimson Hellkite R R 7.00 5.00 5.00	Lion's Eye Diamond A R 4.00 4.00 ▲ 3.00 Locust Swarm G U 1.00 1.00 0.50 Lure of Prey G R 3.00 3.00 2.50	Stupor B U 1.20 1.00 1.00 Subterranean Spirit R R 4.00 3.50 ▲ 3.00 Sunweb W R 4.00 3.00 3.00
Soldevi Heretic #1 & #2 U C1 0.25 0.25 0.10 Soldevi Sage #1 & #2 U C1/C20.25 0.25 0.10	Crimson Roc R U 1.00 1.00 0.50 Crypt Cobra B U 1.00 1.00 0.80	Malignant Growth D R 3.00 3.00 2.00 Mana Prism A U 1.00 1.00 0.50	Superior Numbers G U 1.00 1.00 0.50 Suq'Ata Firewalker U U 1.00 1.00 0.80
Soldevi Sentry #1 & #2 A C1 0.25 0.25 0.10 Soldevi Steam Beast #1 & #2 A C1 0.25 0.25 0.10 Soldier of Fortune R U2 1.00 1.00 0.50	Crystal Golem A U 1.00 1.00 0.50 Crystal Vein L U 1.00 1.00 1.00 Cursed Totem A R 4.00 4.00 3.00	Mangara's Blessing W U 1.00 1.00 0.80 Mangara's Equity W U 1.00 1.00 0.50 Mangara's Tome A R 3.00 3.00 ▲ 2.00	Swamp (A,B,C,D) L C 0.25 0.10 0.10 Tainted Specter B R 3.00 3.00 2.00
Spiny Starfish U U2 1.00 ▲ 0.50 Splintering Wind G R2 3.00 ▲ 3.00 ▲ 2.00	Cycle of Life G R 3.00 3.00 2.00 Daring Apprentice U R 3.00 3.00 2.50	Mangara's Tome A R 3.00 3.00 ▲ 2.00 Marble Diamond A U 2.00 1.00 1.00 Maro G R 6.00 4.00 ▲ 3.00	Talruum Minotaur R C 0.25 0.25 0.10 Taniwha U R 3.00 3.00 3.00 Teeka's Dragon A R 7.00 6.00 5.00
Stench of Decay #1 & #2 B C1 0.25 0.25 0.10 Storm Cauldron A R2 4.00 3.00 2.50 Storm Crow #1 & #2 U C1/C2 0.25 0.25 0.10	Dark Banishing B C 0.25 0.25 0.10	Meddle U U 1.00 1.00 0.50 Melesse Spirit W U 1.00 1.00 0.50	Teferi's Curse
Storm Elemental U U2 1.00 0.80 A 0.50 Storm Shaman #1 & #2 R C1 0.25 0.25 0.10	Dazzling Beauty	Memory Lapse	Tefen's Imp U R 3.00 3.00 2.00 Tefen's Isle L R 3.00 3.00 2.50 Telim'Tor R R 3.00 3.00 2.00
Stromgald Spy B U2 1.00 1.00 0.50 Suffocation U U2 1.00 0.80 ▲ 0.50 Surge of Strength D U2 1.00 1.00 ▲ 0.50	Dirtwater Wraith B C 0.25 0.25 0.10 Discordant Spirit D R 3.00 3.00 2.00	Mind Bend U U 1.00 1.00 0.50 Mind Harness U U 1.00 1.00 0.50	Telim'Tor's Darts
Sustaining Spirit W R2 3.00 3.00 2.50 Swamp Mosquito #1 & #2 B C1/C20.25 0.25 0.10	Disempower W C 0.25 0.25 0.10	Mindbender Spores G R 3.00 3.00 ▲ 2.00 Mire Shade B U 1.00 1.00 0.50 Miser's Cage A R 3.00 3.00 ▲ 2.00	Teremko Griffin W C 0.25 0.25 0.10 Thirst U C 0.25 0.25 0.10 Tidal Wave U U 1.00 1.00 ▲ 0.50
Sworn Defender W R2 3.30 3.00 2.50 Taste of Paradise #1 & #2 G C1/C20.25 0.25 0.10	Divine Offering W C 0.25 0.25 0.10 Divine Retribution W R 3.00 3.00 ▲ 2.00	Mist Dragon U R 5.00 5.00 4.50 Moss Diamond A U 1.50 1.00 1.00	Tombstone Stairwell B R 4.70 4.00
Thawing Glaciers L R2 9.00 8.00 ▲ 7.00 Thought Lash U R2 3.00 3.00 ▲ 2.00 Tidal Control U R2 3.00 3.00 ▲ 2.00	Drain Life B C 0.25 0.25 0.10	Mountain (A,B,C,D)	Tranquil Domain G C 0.25 0.25 0.10 Tropical Storm G U 1.00 1.00 0.50 Uktabi Faene G C 0.25 0.25 0.10
Tornado G R2 3.00 3.00 3.00 Undergrowth #1 & #2 G C1 0.25 0.25 0.10	Dream Fighter U C 0.25 0.25 0.10 Dwarven Miner R U 1.00 1.00 1.00	Mtenda Herder W C 0.25 0.25 0.10 Mtenda Lion G C 0.25 0.25 0.10	Uktabi Faerie G C 0.25 0.25 0.10 Uktabi Wildcats G R 4.00 3.00 2.50 Unerring Sling A U 1.00 1.00 0.50
Unlikely Alliance W U2 1.00 0.80 0.50 Urza's Engine A R6 2.30 1.00 1.00 Varchild's Crusader #1 & #2 R C1 0.25 0.25 0.10	Dwarven Nomad	Mystical Tutor U U 1.50 1.00 ▼ 1.00 Natural Balance G R 4.00 3.00 3.00	Unfulfilled Desires
Varchild's War-Riders R R2 5.00 3.00 3.00 Veteran's Voice #1 & #2 R C1 0.25 0.25 0.10	Ekundu Griffin W C 0.25 0.25 0.10 Ekundu Cyclops R C 0.25 0.25 0.10	Nettletooth Djinn G U 1.00 1.00 1.00 1.00 Noble Elephant W C 0.25 0.25 0.10 Nocturnal Raid B U 1.00 1.00 0.50	Unyaro Bee Sting G U 1.00 1.00 0.50 Unyaro Griffin W U 1.00 1.00 0.50 Urborg Panther B C 0.25 0.25 0.10
Viscend Armor #1 & #2 U C1 0.25 0.25 0.10 Viscend Drone U U2 1.00 1.00 ▲ 0.50 Wandering Mage D R2 3.50 3.00 2.80	Elixir of Vitality	Null Chamber W R 4.00 3.00 ? 2.00 Pacifism W C 0.25 0.25 0.10	Vaporous Djinn U U 1.00 1.00 0.50 Ventifact Bottle A R 3.00 3.00 ▲ 2.00
Whip Vine #1 & #2 G C1 0.25 0.25 0.10 Whirling Catapult A R6 2.30 1.00 0.90	Energy Bolt D R 4.00 3.00 3.00 Energy Vortex U R 4.00 3.00 3.00	Painful Memories B U 1.00 1.00 0.50 Patagia Golem A U 1.00 1.00 0.50 Paupers' Cage A R 3.00 3.00 ¼ 2.00	Viashino Warrior R C 0.25 0.25 0.10 Vigilant Martyr W U 1.00 1.00 0.50 Village Elder G C 0.25 0.25 0.10
Wild Aesthir #1 & #2 W C1/C2 0.25 0.10 Uniter's Night D R2 3.30 3.00 2.80 Yavimaya Ancients #1 & #2 G C1 0.25 0.25 0.10	Enfeeblement	Pearl Dragon W R 5.00 5.00 4.4.00 Phyrexian Dreadnought A R 8.00 6.00 6.00	Vitalizing Cascade D U 1.00 1.00 0.50 Volcanic Dragon R R 6.00 5.00 5.00
Yavimaya Ants G U2 1.00 1.00 0.80 Total 263.05 225.15 171.50	Ersatz Gnomes A U 1.00 1.00 0.50 Ether Well U U 1.00 1.00 ▲ 0.50 Ethereal Champion W R 3.00 3.00 2.40	Phyrexian Purge	Volcanic Geyser R U 1.00 1.00 1.00 Waiting in the Weeds G R 4.00 3.00 2.50 Wall of Corpses B C 0.25 0.25 0.10
MRAT	Fallow Earth G U 1.00 1.00 1.00 Favorable Destiny W U 1.00 1.00 0.50	Plains (A,B,C,D) L C 0.25 0.10 0.10 Political Trickery U R 3.00 3.00 3.00	Wall of Resistance W C 0.25 0.25 0.10 Wall of Roots G C 0.25 0.25 0.10
335 Cards	Femeref Archers G U 1.00 1.00 1.00 Femeref Healer W C 0.25 0.25 0.10 Femeref Knight W C 0.25 0.25 0.10	Polymorph	Ward of Lights W C 0.25 0.25 0.10 Warping Wurm D R 3.00 3.00 ▲ 2.00 Wave Elemental U U 1.00 1.00 ▲ 0.50
Mirage Set 149.00 135.00 ▼ 118.00	Femeref Scouts W C 0.25 0.25 0.10 Feral Shadow B C 0.25 0.25 0.10	Prismatic Boon Prismatic Circle D U 1.00 1.00 0.50 U 0.25 0.10	Wellspring D R 3.00 3.00 ▲ 2.00 Wild Elephant G C 0.25 0.25 0.10
Booster Box 157.00 142.00 ▲ 123.00 Starter Box 123.00 117.00 ▲ 100.00 Starter Deck 13.25 12.00 ▼ 10.00	Fetid Horror B C 0.25 0.25 0.10 Final Fortune R R 4.00 4.00 3.00 Fire Diamond A U 1.50 1.00 1.00	Prismatic Lace U R 3.00 3.00 ▲ 2.00 Psychic Transfer U R 3.00 3.00 2.00 Purgatory D R 3.00 3.00 ▲ 2.00	Wildfire Emissary R U 1.00 1.00 1.00 Windreaper Falcon D U 1.00 1.00 0.50 Withering Boon B U 1.00 1.00 0.50
Booster Pack 5.40 5.00 4.60	Firebreathing	Purraj of Urborg B R 3.00 3.00 2.00 Pyric Salamander R C 0.25 0.25 0.10	Worldly Tutor G U 1.00 1.00 1.00 Yare W R 3.00 3.00 2.00
CARD NAME COL RAR UPR MED LOW Abyssal Hunter B R 4.00 3.00 3.00 Acidic Dagger A R 3.00 3.00 2.40	Flare R C 0.25 0.25 0.10 Flash U R 3.00 3.00 2.80	Quirion Elves G C 0.25 0.25 0.10 Radiant Essence D Ú 1.00 1.00 0.50	Zebra Unicorn
Afiya Grove G R 3.00 3.00 2.00 Afterlife W U 1.00 1.00 1.00	Floodgate U U 1.00 1.00 0.50 Fog G C 0.25 0.25 0.10	Rampant Growth G C 0.25 0.25 0.10 Rashida Scalebane W R 3.00 3.00 3.00	Zirilan of the Claw
Agility R C 0.25 0.25 0.10 Alarum W C 0.25 0.25 0.10 Aleatory R U 1.00 1.00 ▲ 0.50	Foratog G U 1.00 1.00 0.50 Forbidden Crypt B R 4.00 3.00 2.50	Ravenous Vampire B U 1.00 1.00 1.00 Ray of Command U C 0.25 0.25 0.10	Zuberi, Golden Feather W R 4.00 4.00 ▲ 3.00 Total 559.35 510.50 376.80
For complete card checklists.			ا vour local game retailer مخمخة







Visions Booster Box Visions Booster Pk		1	97.00 6.00	165.00 5.50 A	150.00
CARD NAME	COL	RAR	UPR	MED	LOW
Aku Djinn	В	R	3.00	3.00	3.00
Anvil of Bogardan	A	R	5.00	4.00	3.50
Archangel	W	R	7.00	6.00 🛦	5.00
Army Ants	D	C	1.00 0.25	1.00 0.25	0.50 0.10
Betrayal Blanket of Night	В	Ü	1.00	1.00	1.00
Bogardan Phoenix	R	R	3.50	3.00	2.00
Brass-Talon Chimera	A	Ü	1.00	0.80	0.50
Breathstealer's Crypt	D	R	3.00	3.00 0.25	3.00
Breezekeeper	U	C	0.25	0.25	0.10
Brood of Cockroaches	В	Ū	1.00	0.80	0.50 0.10
Bull Elephant	G	C	0.25	0.25	3.50
Chronatog City of Solitude	G	R R	4.00 6.00	4.00 5.00 A	4.00
Cloud Elemental	ŭ	C	0.25	0.25	0.10
Coercion	В	Č	0.25	0.25	0.10
Coral Atoll	L	U	1.00	0.80	0.50
Corrosion	D	R	3.00	3.00	2.00
Creeping Mold	G	U	2.00	1.30	1.00
Crypt Rats	В	C	0.25	0.25	0.10
Daraja Griffin	W	U	1.00	1.00 1	0.50
Dark Privilege	B	C	0.25 0.25	0.25 0.25	0.10 0.10
Death Watch Desertion	Ü	C	5.00	5.00 4	4.00
Desolation	В	Ü	1.00	1.00	0.50
Diamond Kaleidoscope	A	Ř	3.00	3.00	2.00
Dormant Volcano	L	U	1.00	0.80	0.50 0.50
Dragon Mask	A	·U	1.00	1.00 🛦	0.50
Dream Tides	U	U	1.00	0.80	0.50
Dwarven Vigilantes	R	C	0.25 1.00	0.25	0.10
Elephant Grass	G	U	1.00	0.80	0.50
Elkin Liar	R	R	3.00	2.80	2.00
Elven Cache Emerald Charm	G	C	0.25	0.25 0.25	0.10
Equipoise	W	R	3.00	3.00	3.00
Everglades	L	Ü	1.00	0.80	0.50
Eye of Singularity	W	R	3.00	3.00	2.00
Fallen Askari	В	C	0.25	0.25	0.10
Femeref Enchantress	D	R	3.00	3.00	2.00
Feral Instinct	G	C	0.25	0.25	0.10
Fireblast	R	C R	1.00	0.25 5.00 A	0.10 4.00
Firestorm Hellkite Flooded Shoreline	ŭ	R	7.00 3.00	3.00	2.00
Forbidden Ritual	В	R	3.00	3.00	2.00
Foreshadow	Ŭ	Ü	1.00	0.80	0.50
Freewind Falcon	W	C	0.25	0.25	0.10
Funeral Charm	В	C	0.25 0.25	0.25 0.25	0.10 0.10
Giant Caterpillar	G	C	0.25	0.25	0.10
Goblin Recruiter	R	Ū	1.00	1.00	1.00
Goblin Swine-Rider	R	C	0.25	0.25 0.25	0.10
Gossamer Chains Griffin Canyon	L	R	3.50	3.00	3.00
Guiding Spirit	D	R	3.00	3.00	3.00
Hearth Charm	Ř	C	0.25	0.25	0.10
Heat Wave	R	Ü	1.00	0.80	
Helm of Awakening	A	U	1.00	1.00	1.00
Honorable Passage	W	U	1.00	1.00	1.00
Hope Charm	W	C	0.25	0.25	0.10
Hulking Cyclops	R	U	1.00	0.50 0.25 0.25 0.25	0.50
Impulse Infantry Veteran	W	0 0 0	0.25 0.25 0.25	0.25	0.10 0.10
Infantry Veteran Infernal Harvest	В	C	0.25	0.25	0.10
Inspiration	Ū	Č	0.25	0.25	0.10
Iron-Heart Chimera	A	U	1.00	1.00	0.50
Jamuraan Lion	W	C	0.25	0.25	0.10
Juju Bubble	A	U	1.00	0.50	0.50
Jungle Basin	L	U	1.00	0.80	0.50
Kaervek's Spite Karoo	B	R	3.00	3.00 0.80	3.00 0.50
Karoo Katabatic Winds	G	R	3.00	3.00	2.00
Keeper of Kookus	R	C	0.25	0.25	0.10
King Cheetah	G	Č	0.25	0.25	0.10

Knight of the Mists	U	С	0.25	0.25	0.10
Knight of Valor	W	CCR	0.25	0.25 3.00 A	0.10
Kookus Kyscu Drake	G	Ü	1.00	0.80	2.00 0.50
Lead-Belly Chimera	A	U	1.00	1.00	0.50
Lichenthrope Lightning Cloud	R	R R	3.00	3.00 A 3.00	2.00
Longbow Archer	W	U	1.00	1.00	1.00
Magma Mine Man-o'-War	A	R	3.00	2.50▼ 0.25	2.00 0.10
Matopi Golem	A	U	1.00	0.50	0.50
Miraculous Recovery Mob Mentality	W	U	1.00	1.00	0.50
Mortal Wound	G	C	1.00	1.00 ▲ 0.25	0.50 0.10
Mundungu ,	D	U	1.00	1.00	0.50
Mystic Veil Natural Order	U G	C	0.25 5.00	0.25 5.00	0.10 4.00
Necromancy	В	U	1.00	1.00	1.00
Necrosavant Nekrataal	B B	R U	4.00	3.50 A 1.00	3.00 1.00
Ogre Enforcer	R	R	3.00	3.00	2.00
Ovinomancer	U	U	1.00	0.80	0.50
Panther Warriors Parapet	G	C	0.25	0.25 0.25	0.10 0.10
Peace Talks	W	U	1.00	0.80	0.50
Phyrexian Marauder Phyrexian Walker	A	R C	3.00 0.25	3.00 0.25	2.00 0.10
Pillar Tombs of Aku	В	R	3.00	3.00	3.00
Prosperity	U	U	1.30	1.00	0.50
Pygmy Hippo Python	B	R C	3.00 0.25	3.00 A 0.25	2.00 0.10
Quicksand	L	U	1.30	1.00	1.00
Quirion Druid Quirion Ranger	G	R	4.00 0.25	3.00▼ 0.25	2.00 0.10
Raging Gorilla	R	C	0.25	0.25	0.10
Rainbow Efreet	U R	R	5.00	4.00	3.00
Relentless Assault Relic Ward	W	11	6.00 1.00	4.00 1.00 ▲	4.00 0.50
Remedy	W	C	0.25	0.25	0.10
Resistance Fighter Retribution of the Meek	W	C R	0.25 3.00	0.25 3.00	0.10 3.00
Righteous Aura	W	C	0.25	0.25	0.10
Righteous War	G	R	3.50	3.00	2.00 0.10
River Boa Rock Slide	R	C	1.00	0.30▼ 0.25	0.10
Rowen	G	R	3.00	3.00 ▲	2.00
Sands of Time Scalebane's Elite	A	R U	3.00	3.00 0.80 A	2.00 0.50
Shimmering Efreet	U	U	1.00	0.80	0.50
Shrieking Drake Simoon	U	C	0.25 1.00	0.25 1.00 A	0.10
Sisay's Ring	A	Č	0.25	0.25	0.10
Snake Basket	A	R	6.00	5.00 4	4.00
Solfatara Song of Blood	R	C	0.25	0.25	0.10
Spider Climb	G	С	0.25	0.25	0.10
Spitting Drake Squandered Resources	R	U R	1.00 5.00	1.00 A 4.00	0.50 3.50
Stampeding Wildebeests	G	U	1.00	1.00	0.50
Suleiman's Legacy Summer Bloom	G	R	3.00	3.00 1.00	2.00
Sun Clasp	W	C	0.25	0.25	0.50 0.10
Suq'Ata Assassin	В	U	1.00	1.00 4	0.50
Suq'Ata Lancer Talruum Champion	R	C	0.25	0.25 0.25	0.10 0.10
Talruum Piper	R	U	1.00	0.80	0.50
Tar Pit Warrior Teferi's Honor Guard	B	C	1.00	0.25 1.00	0.10 0.50
Teferi's Puzzle Box	A	R	4.50	3.00	2.00
Teferi's Realm	U	R U	3.00	3.00	2.00 0.50
Three Wishes	Ü	R	1.00	1.00 A 3.00	2.00
Time and Tide	U	U	1.00	0.80 🛦	0.50
Tin-Wing Chimera Tithe	A	U R	1.00 5.50	1.00 5.00	0.50 5.00
Tremor	R	C	0.25	0.25	0.10
Triangle of War Uktabi Orangutan	A	R U	3.00	3.00 1.00	3.00 1.00
Undiscovered Paradise	Ĺ	R	7.00	5.50 4	5.00
Undo	U	C	0.25	0.25	0.10
Urborg Mindsucker Vampiric Tutor	B B	C R	0.25	0.25 10.00	0.10
Vampirism	В	U	1.00	0.80	0.50
Vanishing Viashino Sandstalker	R	C	0.25 1.30	0.25 1.00	0.10 1.00
Viashivan Dragon	D	R	6.00	5.00	4.00
Vision Charm	U B	C	0.25	0.25 0.25	0.10
Wake of Vultures Wand of Denial	A	R	4.00	3.00	3.00
Warrior's Honor	W	C	0.25	0.25	0.10
Warthog Waterspout Djinn	G	C	1.00	0.25	0.10
Wicked Reward	В	C	0.25	0.25	0.10
Wind Shear Zhalfirin Crusader	G	U R	1.00 3.00	0.50 3.00	0.50 3.00
Total			277.15	248.15	189.20
(-3			7		
171 anthony	1: -1	L		The same	10

Weatherlight



Weatherlight Set	85.00	75.00	75.00
Weatherlight Booster Box	102.00	96.00	90.00
Weatherlight Booster	3.50	3.30	3.00
CARD NAME	COL RAR UPR	MED	LOW
Abduction	U U 1.00	1.00	0.50
Abeyance	W R 7.00	5.00	5.00
Abjure	U G 0.25	0.25	0.10

Aboroth	G	R	3.90	3.00	2.80
Abyssal Gatekeeper	В	C	0.25	0.25	0.10
AEther Flash Agonizing Memories	R B	U	1.00	1.00 0.70	1.00 0.50
Alabaster Dragon	W	R	5.00	5.00 ▲	4.00
Alms	W	C	0.25	0.25	0.10
Ancestral Knowledge	U	R	3.00	3.00	3.00
Angelic Renewal	W	C	0.25	0.25	0.10
Apathy Arctic Wolves	U	C	0.25 1.00	0.25 0.50	0.10 0.50
Ardent Militia	W	C	0.25	0.30	0.10
Argivian Find	W	Ŭ	1.00	1.00	0.50
Argivian Restoration	U	U	1.00	1.00 🛦	0.50
Aura of Silence	W	U	1.00	1.00	1.00
Avizoa Bösium Strip	U	R	3.30	3.00 4.00 A	2.00
Barishi	A	U	5.00 1.00	0.50	3.00 0.50
Barrow Ghoul	В	C	0.25	0.25	0.10
Benalish Infantry	W	C	0.25	0.25	0.10
Benalish Knight	W	C	0.25	0.25	0.10
Benalish Missionary	W	C	0.25	0.25	0.10
Betrothed of Fire Bloodrock Cyclops	R	CC	0.25	0.25 0.25	0.10 0.10
Blossoming Wreath	G	C	0.25	0.25	0.10
Bogardan Firefiend	R	C	0.25	0.25	0.10
Boiling Blood	R	C	0.25	0.25	0.10
Bone Dancer	В	R	4.00	3.00	3.00
Briar Shield Bubble Matrix	G	C R	0.25 4.00	0.25	0.10 3.00
Buried Alive	В	U	2.00	4.00 ▲ 1.00	1.00
Call of the Wild	G	R	4.00	3.50 ▲	3.00
Chimeric Sphere	A	U	1.00	0.50	0.50
Choking Vines	G	C	0.25	0.25	0.10
Cinder Giant	R	C	1.00	0.50	0.50
Cinder Wall Circling Vultures	В	U	1.00	0.25 0.50	0.10 0.50
Cloud Djinn	Ü	Ü	1.00	0.50	0.50
Coils of the Medusa	В	C	0.25	0.25	0.10
Cone of Flame	R	U	1.00	1.00 ▲	0.50
Debt of Loyalty	W	R	3.00	3.00	2.00
Dense Foliage	G	R	5.00	3.00 0.80 A	2.50
Desperate Gambit Dingus Staff	A	U	1.00	1.00	0.50 0.50
Disrupt	Û	C	0.25	0.25	0.10
Doomsday	В	R	3.50	3.00	3.00
Downdraft	G	U	1.00	0.50	0.50
Duskrider Falcon	W	C	0.25	0.25	0.10
Dwarven Berserker	R	C	0.25 3.00	0.25 3.00 A	0.10 2.00
Dwarven Thaumaturgist Empyrial Armor	, W	C	1.00	0.30	0.10
Ertai's Familiar	U	R	3.00	3.00	3.00
Fallow Wurm	G	U	1.00	1.00	0.50
Familiar Ground	G	U	1.00	1.00 🛦	0.50
Fatal Blow	В	C	0.25	0.25	0.10
Fervor Festering Evil	R B	R	5.00	3.00	3.00 0.50
Fire Whip	R	C	0.25	0.50 0.25	0.10
Firestorm	R	Ř	6.60	5.00	5.00
Fit of Rage	R	С	0.25	0.25	0.10
Fledgling Djinn	В	C	0.25	0.25	0.10
Flux	U	C	0.25	0.25	0.10
Fog Elemental Foriysian Brigade	W	C	0.25 1.00	0.25 0.50	0.10 0.50
Fungus Elemental	G	R	3.20	3.00	2.00
Gaea's Blessing	G	U	2.00	2.00 ▲	1.30
Gallowbraid	В	R	3.00	3.00	3.00
Gemstone Mine	L	U	2.50	2.00	2.00
Gerrard's Wisdom Goblin Bomb	R	UR	1.00 5.00	1.00 3.00 A	1.00
Goblin Grenadiers	R	U	1.00	0.50	0.50
Goblin Vandal	R	C	0.25	0.25	0.10
Guided Strike	W	C	0.25	0.25	0.10
Harvest Wurm	G	C	0.25	0.25	0.10
Haunting Misery Heart of Bogardan	B	R	0.25 5.00	0.25 3.00	0.10 3.00
Heat Stroke	R	R	3.00	3.00	2.00
Heavy Ballista	W	C	0.25	0.25	0.10
Hidden Horror	В	U	1.00	1.00	0.50
Hurloon Shaman	R		1.00	0.50	0.50
Infernal Tribute Inner Sanctum	B	R	5.00	3.00 A	3.00 2.00
Jabari's Banner	A	Ü	1.00	0.50	0.50
Jangling Automaton	A	C	0.25	0.25	0.10
Kithkin Armor	W	C	0.25	0.25	0.10
Lava Hounds	R	U	1.00	0.70	0.50
Lava Storm Liege of the Hollows	R	C R	0.25 4.00	0.25 3.00	0.10 3.00
Llanowar Behemoth	G	U	1.00	0.50	0.50
Llanowar Druid	G	C	0.25	0.25	0.10
Llanowar Sentinel	G		0.25	0.25	0.10
Lotus Vale	L	R	8.00	6.00 ▲	
Mana Chains Mana Web	U	C	0.25 5.30	0.25 3.50 ▲	0.10 3.00
Manta Ray	û	C	0.25	0.25	0.10
Maraxus of Keld	R	R	5.00	4.00 ▲	3.00
Master of Arms	W	U	1.00	0.50	0.50
Merfolk Traders	U	C	0.25	0.25	0.10
Mind Stone Mischievous Poltergeist	AB	C	0.25	0.25 1.00 A	0.10
Mischievous Poltergeist Mistmoon Griffin	M	U	1.00	0.50	0.50 0.50
Morinfen	В	R	5.00	3.00	3.00
Mwonvuli Ooze	G	R	5.00 3.00	3.00	2.00
Nature's Kiss	G	C	0.25	0.25	0.10
Nature's Resurgence	G B	R	3.00	3.00	3.00
Necratog Noble Benefactor	U	U	1.00	1.00 A 0.80 A	0.50 0.50
Null Rod	A	R	5.00	4.50 ▲	3.50
Odylic Wraith	В	U	1.00	0.50	0.50
Ophidian Orcich Settlere	U R	C	0.30	0.25	0.10
Orcish Settlers	n	U	1.00	1.00	0.50
industrialism			8.4.5		able

	-	-	7	6	1
Total		2	78.65	226.25	179.6
Zombie Scavengers	В	C	0.25	0.25	0.1
Xanthic Statue	A	R	3.00	3.00	2.0
Winding Canyons	L	R	5.00	3.00	3.0
Well of Knowledge	A	R	3.50	3.00	3.0
Wave of Terror	В	R	3.00	3.00 ▲	2.0
Volunteer Reserves	W	U	1.00	0.80 🛦	0.5
Vodalian Illusionist	U	U	1.00	0.50	0.5
Vitalize	G	C	0.25	0.25	0.1
Veteran Explorer	G	U	1.00	0.50	0.5
Urborg Stalker	В	R	3.00	3.00	2.0
Urborg Justice	В	R	3.00	3.00	2.0
Uktabi Efreet	G	C	0.25	0.25	0.1
Tranquil Grove	G	R	5.00	4.00 ▲	3.0
Touchstone	A	U	1.00	0.50	0.50
Tolarian Serpent	U	R	3.50	3.00 ▲	2.00
Tolarian Entrancer	U	R	3.00	3.00 ▲	2.0
Tolarian Drake	Ü	C	0.25	0.25	0.1
Timid Drake	U	U	1.00	0.80 🛦	0.5
Thundermare	R	R	6.00	5.00	4.0
Thunderbolt	R	C	0.30	0.25	0.10
Thran Tome	A	R	3.20	3.00	2.8
Thran Forge	A	U	1.00	0.50	0.5
Tendrils of Despair	В	C	0.25	0.25	0.10
Teferi's Veil	U	U	1.00	0.50	0.5
Tariff	W	R	4.00	3.00	3.00
Sylvan Hierophant	G	U	1.00	0.50	0.5
Striped Bears	G	C	0.25	0.25	0.10
Straw Golem			1.00	0.50	0.5
Strands of Night	A	U	1.00	0.50	0.5
Steel Golem	B		1.00	1.00	0.5
Spinning Darkness	A	Ü		0.25	0.1
Southern Paladin	B	C	0.25		
	W	R	4.00	4.00	3.0
Soul Shepherd	W	C	0.25	0.25	
Shattered Crypt	В	C	0.25	0.25	0.1
Shadow Rider	B	C	0.25	0.30	0.5
Serrated Biskelion	A	U	1.00	0.50	0.5
Serra's Blessing	W	Ü	1.30	1.00	0.5
Serenity	W	R	3.00	3.00	3.0
Scorched Ruins	L	R	5.00	3.00	3.0
Sawtooth Ogre	R	C	0.25	0.25	0.1
	ŭ	Č	0.25	0.25	0.1
	G	Č	0.25	0.25	0.1
Roc Hatchling	R	Ü	1.00	0.80	0.5
Revered Unicorn	W	Ü	1.00	0.50	0.5
Relearn	Ŭ	Ŭ	1.00	1.00	0.5
Redwood Treefolk	G	Č	0.25	0.25	0.1
Razortooth Rats	В	C	0.25	0.25	0.10
Psychic Vortex	U	R	3.00	3.00	2.0
Phyrexian Furnace	A	U	1.00	0.80	0.50
Phantom Wings	U	С	0.25	0.25	0.10
Phantom Warrior	U	U	1.00	1.00	0.50
Pendrell Mists	U	R	3.00		3.00
Peacekeeper	W	R	3.50	3.00	3.00
Paradigm Shift	U	R	3.00	3.00	2.0





			processor dis
Tempest Set	200.00	195.00	180.00
Tempest Starter Box	189.00	145.00 ▲	111.00
Tempest Booster Box	279.00	275.00	207.00
Tempest Starter	15.00	13.00 🛦	11.75
Tempest Booster	9.50	8.60	
lempest booster	5.50	0.00	0.40
CARD NAME COL	RAR UPR	MED	LOW
Abandon Hope B	U 1.00	0.50	0.50
Advance Scout W	C 0.25	0.25	0.10
Aftershock R	C 0.25	0.25	0.10
Altar of Dementia A	R 5.00	4.00	4.00
Aluren G	R 7.00	5.50▼	5.00
Ancient Runes R	U 1.00	0.50	0.50
Ancient Tomb	U 1.00	1.00	0.50
Angelic Protector W	U 1.00	1.00 ▲	0.50
Anoint W	C 0.25	0.25	0.10
Apes of Rath G	U 1.00	0.50	0.50
	R 5.00	4.00 ▲	3.00
, thooping boo			
Armor Sliver W	U 1.00	1.00	0.80
Armored Pegasus W	C 0.25	0.25	0.10
Auratog W	R 3.00	3.00	3.00
Avenging Angel W	R 5.00	5.00 ▲	
			1.00
		1.00	
Bayou Dragonfly G	C 0.25	0.25	0.10
Bellowing Fiend B	R 3.00	3.00	2.50
Benthic Behemoth U	R 4.90	3.00	3.00
Blood Frenzy R	C 0.25	0.25	0.10
Bioda i roimj	C 0.25	0.25	0.10
		1.00	1.00
Booby Trap A	R 6.00	4.00	3.00
Bottle Gnomes A	U 1.50	1.00	1.00
Bounty Hunter B	R 5.00	4.00	3.00
Broken Fall G	C 0.25	0.25	0.10
Di ditali i dii	R 5.00	4.00 4	
Canopy Spider G	C 0.25	0.15	0.10
Canyon Drake R	R 3.50	3.00	2.00
Canyon Wildcat R	C 0.25	0.25	0.10
Capsize	C 0.25	0.25	0.10
	R 4.00	3.00	3.00
Chaotic Goo R	R 3.00	3.00 ▲	2.00
Charging Rhino G	U 1.00	0.80	0.50
Chill	U 1.20	1.00	1.00
Choke G	U 1.20	1.00	1.00
Cinder Marsh L	U 1.00	1.00	
			0.50
Circle of Protection: Black W	C 0.25	0.10	0.10
Circle of Protection: Blue W	C 0.25	0.10	0.10
Circle of Protection: Green W	C 0.25	0.10	0.10
Circle of Protection: Red W	C 0.25	0.10	0.10
Circle of Protection: Shadow W	C 0.25	0.25	0.10

Circle of Protection: White	W	С	0.25	0.10	0.10	Legerdemain	U	U	1.00	1.00 ▲
Clergy en-Vec Clot Sliver	W	CC	0.25	0.25 0.25	0.10 0.10	Light of Day Lightning Blast	W	C	1.20	1.00 0.25
Cloudchaser Eagle	W	C	0.25	0.25	0.10	Lightning Elemental	R	C	0.25	0.25
Coercion Coffin Queen	B B	CR	0.25 5.00	0.25 4.00	0.10 4.00	Living Death Lobotomy	B	R U	7.00 1.50	7.00 1.00
Coiled Tinviper	A	C	0.25	0.25	0.10	Lotus Petal	A	C	1.00	0.30
Cold Storage Commander Greven il-Vec	A B	R R	3.00 6.00	3.00 5.00 A	2.50 4.00	Lowland Giant Maddening Imp	R	CR	0.25 4.00	0.15 3.00
Corpse Dance	B	RC	6.00	4.00	3.00	Magmasaur	R	R R	3.50 3.00	3.00
Counterspell Crazed Armodon	G	R	0.30 3.80	0.25 3.00	0.10 2.00	Magnetic Web Mana Severance	U	R	4.00	3.00
Crown of Flames Cursed Scroll	R	CR	0.25 15.00	0.15 15.00	0.10 13.50	Manakin Manta Riders	A	C	0.25	0.15 0.15
Dark Banishing	В	C	0.25	0.15	0.10	Marble Titan	W	R	3.00	3.00
Dark Ritual Darkling Stalker	B	C	0.25	0.15 0.25	0.10 0.10	Marsh Lurker Master Decoy	B	C	0.25	0.15 0.25
Dauthi Embrace	В	U	1.00	1.00 🛦	0.50	Mawcor	U	R	4.30	3.00
Dauthi Ghoul Dauthi Horror	B	U	1.00	0.80 A 0.25	0.50 0.10	Maze of Shadows Meditate	L	U R	1.00 7.00	0.80 A 5.00 A
Dauthi Marauder	В	C	0.25	0.25	0.10	Metallic Sliver	A	C	0.25	0.25
Dauthi Mercenary Dauthi Mindripper	B B	U	1.00	0.80	0.50 0.50	Mindwhip Sliver Minion of the Wastes	B	U R	1.00	0.80 4.00 A
Dauthi Slayer	В	C	0.30	0.25	0.10	Mirri's Guile	G	R	5.00	3.50 🛦
Deadshot Death Pits of Rath	R B	R R	3.00 5.50	3.00 3.00	2.00 3.00	Mnemonic Sliver Mogg Cannon	U	U	1.00	1.00 0.50
Diabolic Edict Dirtcowl Wurm	B	CR	0.50 5.00	0.25 5.00 A	0.10 3.00	Mogg Conscripts	R	C	0.25	0.25 0.25
Disenchant	W	C	0.25	0.15	0.10	Mogg Fanatic Mogg Hollows	R	U	1.00	1.00 ▲
Dismiss Disturbed Burial	U B	U	1.50 0.25	1.00 0.25	0.80 0.10	Mogg Raider Mogg Squad	R	C	0.25	0.25 0.50
Dracoplasm	D	R	4.90	3.00	3.00	Mongrel Pack	G	R	4.00	3.00
Dread of Night Dream Cache	B	U	1.00	1.00 0.15	1.00 0.10	Mountain (4 ver.) Mounted Archers	L.	C	0.25	0.10 0.25
Dregs of Sorrow	В	R	5.00	4.00	4.00	Muscle Sliver	G	C	0.30	0.25
Duplicity Earthcraft	U	R R	3.00	3.00 5.00 A	2.00 3.00	Natural Spring Nature's Revolt	G	C R	0.25 5.00	0.15 3.80
Echo Chamber	A	R	3.00	3.00	2.50	Needle Storm	G	U	1.00	0.80 🛦
Eladamri's Vineyard Eladamri, Lord of Leaves	G	R R	6.00	5.00	4.00 4.00	No Quarter Nurturing Licid	R	R	3.00	3.00 0.50
Elite Javelineer Elven Warhounds	W	CR	0.25	0.15 3.00	0.10	Opportunist	R	U	1.00	0.50
Elvish Fury	G	C	0.25	0.25	2.00 0.10	Oracle en-Vec Orim, Samite Healer	W	R	3.00 4.00	3.00
Emerald Medallion Emmessi Tome	A	R	5.00	4.00 3.00	3.50 2.00	Orim's Prayer Overrun	W	U	1.00	1.00 A 1.50
Endless Scream	В	C	0.25	0.15	0.10	Pacifism	W	C	0.25	0.25
Energizer Enfeeblement	AB	R	3.50 0.25	3.00 0.15	3.00 0.10	Pallimud Patchwork Gnomes	R	R	3.00	3.00 0.50
Enraging Licid	R	U	1.00	0.50	0.50	Pearl Medallion	A	R	5.00	4.00
Ertai's Meddling Escaped Shapeshifter	U	R	3.00 4.00	3.00	2.50 3.00	Pegasus Refuge Perish	W B	R	3.00	3.00 1.00
Essence Bottle	A	U	1.00	0.50	0.50	Phyrexian Grimoire	A	R	3.00	3.00
Evincar's Justice Excavator	B	C	0.25 1.00	0.15	0.10 0.50	Phyrexian Hulk Phyrexian Splicer	A	U	1.00	0.50 0.50
Extinction Fevered Convulsions	B	R R	5.00 4.00	4.30 ▲ 3.00	4.00 3.00	Pincher Beetles Pine Barrens	G	C R	0.25	0.15
Field of Souls	W	R	5.00	3.00	3.00	Pit Imp	В	C	5.00 0.25	4.00 ▲ 0.15
Fighting Drake Firefly	U R	U	1.00	0.70 0.50	0.50	Plains (4 ver.) Power Sink	L	C	0.25	0.10 0.25
Fireslinger	R	C	0.25	0.25	0.10	Precognition	U	R	4.00	4.00 ▲
Flailing Drake Flickering Ward	G	U	1.00	0.50	0.50 0.80	Propaganda Puppet Strings	U	U	2.00	1.20 1.00 A
Flowstone Giant Flowstone Salamander	R	C	0.25	0.15	0.10	Quickening Licid	W	U	1.00	0.50
Flowstone Sculpture	A	R	4.00	3.00	0.50 2.50	Rain of Tears Rampant Growth	B	C	1.00	1.00 0.15
Flowstone Wyvern Fool's Tome	R	R R	3.00	3.00 A 3.00	2.00 2.00	Ranger en-Vec Rathi Dragon	D R	U R	1.00	0.80 A 6.50 A
Forest (4 ver.)	L	C	0.25	0.10	0.10	Rats of Rath	В	C	0.25	0.15
Frog Tongue Fugitive Druid	G	CR	0.25 3.00	0.15 3.00	0.10 2.50	Reality Anchor Reanimate	G B	C	0.25 1.00	0.15 1.00
Furnace of Rath Fylamarid	R	R	6.00	5.00 🛦	4.00	Reap	G	U	1.00	0.50
Gallantry	W	U	1.00	0.50 0.80 A	0.50 0.50	Reckless Spite Recycle	B	U R	1.00 5.00	0.80 A 5.00 A
Gaseous Form Gerrard's Battle Cry	W	CR	0.25 4.50	0.15 4.00	0.10 3.00	Reflecting Pool Renegade Warlord	l. R	R	9.00	8.00 A 0.80 A
Ghost Town	L	U	1.00	0.50	0.50	Repentance	W	U	1.00	0.50
Giant Crab Giant Strength	U R	C	0.25	0.15 0.15	0.10 0.10	Respite Rolling Thunder	G	C	0.25	0.15 0.25
Goblin Bombardment Gravedigger	R	U	1.00	1.00	1.00	Root Maze	G	R	3.00	3.00
Grindstone	A	R	0.25 6.00	0.15 6.00 A	0.10 5.00	Rootbreaker Wurm Rootwalla	G	C	0.25	0.15 0.15
Hand to Hand Hanna's Custody	R	R	3.00 5.00	3.00	3.00 3.00	Rootwater Depths	L	U	1.00	1.00
Harrow	G	U	1.00	0.50	0.50	Rootwater Diver Rootwater Hunter	U	C	1.00	0.60 0.15
Havoc Heart Sliver	R	U	1.00	1.00 0.25	0.50 0.10	Rootwater Matriarch Rootwater Shaman	U	R R	4.90 3.00	3.00
Heartwood Dryad	G	C	0.25	0.15	0.10	Ruby Medallion	A	R	5.00	3.00 4.00
Heartwood Giant Heartwood Treefolk	G	R	3.00	3.00 0.50	2.00 0.50	Sacred Guide Sadistic Glee	W	R	4.00 0.25	3.00 ê 0.15
Helm of Possession	A	R	4.00	4.00 ▲	3.00	Safeguard	W	R	3.00	3.00
Hero's Resolve Horned Sliver	W	C	0.25	0.25 1.00	0.10 1.00	Salt Flats Sandstone Warrior	l. R	R	5.00 0.25	4.00 0.15
Horned Turtle	U	C	0.25	0.15	0.10	Sapphire Medallion	A	R	6.00	6.00 ▲
Humility Imps' Taunt	W	R	5.00	5.00 ▲ 0.50	4.50 0.50	Sarcomancy Scabland	B	R R	6.00 5.00	5.00 4.00
Insight	U	U	1.00	0.50	0.50	Scalding Tongs	A	R	5.00	3.00
Interdict Intuition	U	U R	1.00	0.80 ▲ 5.00 ▼	0.50 5.00	Scorched Earth Scragnoth	R	R	4.00	3.50 A 1.00
Invulnerability	W	U	1.00	0.50	0.50	Screeching Harpy	В	U	1.00	0.50
Island (4 ver.) Jackal Pup	R	C	0.25 2.00	0.10 1.00	0.10 1.00	Scroll Rack Sea Monster	A U	R	7.00 0.25	5.00 0.15
Jet Medallion Jinxed Idol	A	R R	5.00	4.00 3.50 A	4.00 3.00	Searing Touch	R	U	1.00 0.25	0.50 0.15
Kezzerdrix	В	R	4.00	4.00	3.00	Seeker of Skybreak Segmented Wurm	D	Ü	1.00	0.50
Kindle Knight of Dawn	R	C	0.25	0.25 1.00	0.10 0.80	Selenia, Dark Angel Serene Offering	D W	R	6.00	4.00 0.50
Knight of Dusk	В	U	1.00	1.00 ▲	0.50	Servant of Volrath	В	C	0.25	0.15
Krakilin Leeching Licid	G	U	1.00	1.00 A 0.50	0.50 0.50	Shadow Rift Shadowstorm	U R	C	0.25 1.00	0.15 0.50
Legacy's Allure	Ü	U	1.00	1.00	0.80	Shatter	R	C	0.25	0.30
For compl	oto	-	and a	hook	linto a	ee the Scree				reger.

Souldrinker	Spell Blast U C 0.25 0.15 0.16 Spike Drone G C 0.25 0.15 0.15 0.10 Spinal Graft B C 0.25 0.15 0.15 0.10 Spind Mirror W R 5.00 4.00 3.00 3.00 Squee's Toy A C 0.25 0.15 0.10 0.80 Stalking Stones L U 1.00 0.00 0.80 4.00 4.	Skyshroud Forest Skyshroud Ranger Skyshroud Troll Skyshroud Vampire Soltari Crussader Soltari Emissary Soltari Emissary Soltari Guerrillas Soltari Lancer Soltari Monk Soltari Trooper	G B W W W W W W	CCUURCRCUUC	4.50 0.25 0.25 1.00 1.00 4.00 0.25 3.00 0.25 2.00 1.50 0.25	0.15 0.15 1.00 A 1.00 A 3.00 0.15 3.00 0.15 1.50 1.20 V 0.15	0.10 0.50 0.50 3.00 0.10 3.00 0.10 1.00 0.10
Steal Enchantment U U 1.00 0.50 0.55 Stinging Licid U U U.00 0.80 A 0.55 Stinging Licid R U U.00 0.80 A 0.55 Storne Rain R C 0.25 0.15 0.11 Stun R C 0.25 0.15 0.11 Sudden Impact R U 1.00 0.80 A 0.55 Swamp (4 ver.) L C 0.25 0.10 0.11 Talangarth's Rape R U 1.00 0.50 0.55 Talon Silver W C 0.25 0.15 0.11 Telethopter A U 1.00 0.50 0.55 Thalakos Dreamsower U U 1.00 0.50 0.55 Thalakos Seer U C 0.25 0.15 0.11 Thalakos Seerty U C 0.25 0.15 0.11 Thalakos S	Steal Enchantment	Spell Blast Spike Drone Spinal Graft Spirit Mirror Spontaneous Combustion Squee's Toy Stalking Stones Starke of Rath Static Orb	U G B W D A L R	CCCRUCURR	0.25 0.25 0.25 5.00 1.00 0.25 1.00 3.00 6.00	0.15 0.15 0.15 4.00 A 0.50 0.15 1.00 3.00 5.00	0.10 0.10 0.10 3.00 0.50 0.10 0.80 2.50 4.90
Thalakos Lowlands L U 1,00 1,00 0,50 Thalakos Sixforlok U C 0,25 0,15 0,16 Thalakos Seer U C 0,25 0,15 0,16 Thalakos Seer U C 0,25 0,15 0,16 Thumbscrews A R 3,00 3,00 3,00 Time Bb U C 0,25 0,15 0,11 Time Warp U R 0,300 3,00 2,00 Tother Chamber A R 3,00 3,00 2,00 Tother Chamber A R 3,00 3,00 2,00 Trained Armodon G C 0,25 0,15 0,10 Trained Armodon G C 0,25 0,15 0,10 Tumpeting Armodon G U 1,00 0,50 0,55 Werdant Force G R 8,50 3,00 3,00 Verdant Forc	Thalakos Institotiok Thalakos Sinstitotiok Thalakos Sinstitotiok Thalakos Seer U C 0.25 0.15 0.15 Thalakos Seer U C 0.25 0.15 0.16 Time Warp U R 10.00 6.00 6.00 Time Warp U R 10.00 6.00 E 0.00 Time Warp U R 10.00 6.00 E 0.00 Tradewind Rider U R 12.00 8.00 Tradewind Rider U R 12.00 8.00 Tradewind Rider U R 12.00 8.00 Tranquility G C 0.25 0.15 U 1.00 U 0.00 U 1.00 U 0.00 U 0.00 U 1.00 U 0.00 U 0.00	Steal Enchantment Stinging Licid Stone Rain Storm Front Sturn Sudden Impact Swamp (4 ver.) Tahngarth's Rage Talon Sliver	U R G R L R W	000000000	1.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.50 0.80 A 0.15 0.50 0.15 0.80 A 0.10 0.50 0.15	0.50 0.10 0.50 0.10 0.50 0.10 0.50
Tradewind Rider	Tradewind Rider	Thalakos Lowlands Thalakos Mistfolk Thalakos Seer Thalakos Sentry Thumbscrews Time Ebb Time Warp Tooth and Claw	U U A U U R	UCCCRCRRR	1.00 0.25 0.25 0.25 3.00 0.25 10.00 3.00	1.00 0.15 0.15 0.15 3.00 0.15 6.00 3.00	0.50 0.10 0.10 0.10 3.00 0.10 6.00 2.00
Volrath's Curse U C 0.25 0.15 0.16 0.14 Wall of Diffusion R C 0.25 0.15 0.16 0.14 Warmth W U 1.00 1.00 0.50 0.15 Wasteland L U 3.00 1.20 V 1.00 1.20 V 1.00 Watchdog A U 1.00 1.00 0.50 0.50 Whim of Volrath U R 4.90 4.00 A 3.00 3.00 Wind Wurm R U 1.00 0.50 0.50 0.50 Wind Dancer U U 1.00 0.50 0.50 0.50 Wind of Bath W R 5.00 4.00 A 3.00 2.00 Winder's Grasp G U 1.00 1.00 0.50 0.50 Wood Sage D R 350 3.00 2.00 2.00 Worthy Cause W U 1.00 1.00 A 0.51 0.51 Total 668.85 536.70 440.66 440.66	Volrath's Curse U C 0.25 0.15 0.15 0.10 Wall of Diffusion R C 0.25 0.15 0.15 0.10 Warmth W U 1.00 1.00 0.50 Wasteland U 3.00 1.20 V 1.00 Watchdog A U 1.00 1.00 0.50 Whim of Volrath U R 4.90 4.00 A 3.00 Whispers of the Muse U U 1.20 0.50 0.50 Wild Wurm R U 1.00 1.00 A 0.50 Wind Dancer U U 1.00 0.50 0.50 Wind Drake U C 0.25 0.15 0.11 Winds of Rath W R 5.00 4.00 A 3.00 Winder's Grasp G U 1.00 1.00 0.50 Wood Sage D R 350 3.00 2.00 Worthy Cause W U 1.00 1.00 A 0.51 Total 668.85 536.70 440.60	Trained Armodon Tranquility Trumpeting Armodon Twitch Unstable Shapeshifter Vec Townships Verdant Force Verdigris	GGGUULGG	CCUCRURUR	0.25 0.25 1.00 0.25 3.50 1.00 8.50 1.00	0.25 0.15 0.50 0.15 3.00 1.00 7.00 0.50	0.10 0.10 0.50 0.10 3.00 0.50 6.00 0.50
Winds of Rath W R 5.00 4.00 Å 3.00 Winged Sliver U C 0.25 0.25 0.11 Winged Slage D R 3.50 3.00 2.00 Worthy Cause W U 1.00 1.00 0.50 C 668.85 536.70 440.60	Winds of Rath W R 5.00 4.00 4 3.00 Winged Sliver U C 0.25 0.25 0.11 Winged Sliver U C 0.25 0.25 0.11 Winder's Grasp G U 1.00 1.00 0.50 Worthy Cause D R 3.50 3.00 2.00 Worthy Cause W U 1.00 1.00 4 0.50 Total 668.85 536.70 440.60	Wall of Diffusion Warmth Wasteland Watchdog Whim of Volrath Whispers of the Muse Wild Wurm Wind Dancer	R W L A U U R	CUUURUUU	0.25 0.25 1.00 3.00 1.00 4.90 1.20 1.00	0.15 0.15 1.00 1.20 V 1.00 A 4.00 A 0.50 1.00 A 0.50	0.10 0.50 1.00 0.50 3.00 0.50 0.50
CHECK CONTROL (CE)	143 Cards	Winds of Rath Winged Sliver Winter's Grasp Wood Sage Worthy Cause Total	W U G D W	R C U R U 6	5.00 0.25 1.00 3.50 1.00 68.85	4.00 A 0.25 1.00 3.00 1.00 A 536.70	3.00 0.10 0.50 2.00 0.50 440.60

0.10 0.10 0.50 0.50 0.10 0.50 0.50 0.10 0.50 0.5	DU DU ENERGE ENERGE ENERGE ENERGE ENERGE ENERGE ENERGE EN ENERGE EN
2.00 0.50 440.60	Sh Sh Sh
1	Si Si Si
ards	Sk
81.00 79.00	SI

Dauthi Trapper	В	U	1.00	0.50	0.50
Death Stroke	В	C	0.25	0.25	0.10
Dream Halls	U	R	4.90	4.00 ▲	3.00
Dream Prowler	U	C	0.25	0.25	0.10
Duct Crawler	R	C	0.25	0.25	0.10
Dungeon Shade	B G	.C U	0.25	0.25	0.10
Elven Rite Endangered Armodon	G	C	1.00	0.50 0.25	0.50
Ensnaring Bridge	A	R	6.10	5.50	5.00
Evacuation	Û	R	4.90	4.00	3.00
Fanning the Flames	R	U	1.00	1.00▲	0.50
Flame Wave	R	U	1.00	0.80	0.50
Fling	R	C	0.25	0.25	0.10
Flowstone Blade	R	C	0.25	0.25	0.10
Flowstone Hellion	R	U	1.00	0.50	0.50
Flowstone Mauler	R	R	3.00	3.00	2.00
Flowstone Shambler	R	C	0.25	0.25	0.10
Foul Imp	В	C	0.25	0.25	0.10
Furnace Spirit	R	C	0.25	0.25 1.00 A	0.10
Gliding Licid	В	U	1.00		0.50
Grave Pact	Ü	R C	0.25	4.00 0.25	3.00 0.10
Hammerhead Shark Heartstone	A	Ü	1.00	1.00	0.80
Heat of Battle	R	Ü	1.00	0.50	0.50
Hermit Druid	G	Ř	5.00	4.00	4.00
Hesitation	Ü	Ü	1.00	0.80	0.50
Hibernation Sliver	0	Ü	1.30	1.00	1.00
Hidden Retreat	W	R	3.00	3.00	2.00
Honor Guard	W	C	0.25	0.25	0.10
Horn of Greed	A	R	5.00	5.00	4.00
Hornet Cannon	A	U	1.00	0.50	0.50
Intruder Alarm	U	R	4.00	3.00	3.00
Invasion Plans	R	R	3.00	3.00	2.00
Jinxed Ring	A	R	3.00	3.00	2.00
Lab Rats	В	C	0.25	0.25	0.10
Lancers en-Kor	W	Ü	1.00	1.00 🛦	0.50
Leap Lead Decilies	U	C	0.25	0.25	0.10
Lowland Basilisk	G	C	0.25	0.25	0.10
Mana Leak	U	C	0.30	0.25	0.10
Mask of the Mimic	U	U	1.00	0.50	0.50
Megrim Mind Games	B	U.	1.50	1.20▼ 0.25	1.00
Mind Games Mind Peel	В	n C.	1.00	0.25	0.10
Mindwarper	В	R	3.00	3.00	2.00
Mob Justice	R	C	0.25	0.25	0.10
Mogg Bombers	R	C	0.25	0.25	0.10
Mogg Flunkies	R	C	0.25	0.25	0.10
Mogg Infestation	R	R	3.00	3.00	0.10 3.00
Mogg Maniac	R	U	1.00	1.00	0.50
Morgue Thrull	В	C	0.25	0.25	0.10
Mortuary	В	R	4.00	3.00	3.00
Mox Diamond	A	R	13.00	12.00	12.00
Mulch	G	C	0.25	0.25	0.10
Nomads en-Kor	W	C	0.25	0.25	0.10
Overgrowth	G	C	0.25	0.25	0.10
Portcullis -	A	R	4.00	3.00	2.50
Primal Rage	G	U	1.00	1.00	0.50
Provoke	G	C	0.25	0.25	0.10
Pursuit of Knowledge	W	R	6.00	4.00 🛦	3.00 0.10
Rabid Rats Ransack	U	Ü	0.25	0.25 1.00 A	
Rebound	U	U	1.00	0.80	0.50 0.50
Reins of Power	Ü	R	3.00	3.00	2.00
Revenant	В	R	4.30	3.00	2.80
Rolling Stones	W	R	4.90	4.00 ▲	3.00
Ruination	R	R	4.00	3.00	2.80
Sacred Ground	W	R	4.90	4.00	4.00
Samite Blessing	W	C	0.25	0.25	0.10
Scapegoat	W	U	1.00	0.50 0.25	0.50
Seething Anger	R	C	0.25	0.25	0.10
Serpent Warrior	В	C	0.25	0.25	0.10
Shaman en-Kor	W	R	4.00	4.00 ▲	3.00
Shard Phoenix	R	R	6.00	5.00 4	4.00
Shifting Wall	A	U	1.00	0.50	0.50
Shock	R	C	0.30	0.25	0.10
Sift	U	C	0.25	0.25	0.10
Silver Wyvern	U	R	4.90	4.00 🛦	3.00
Skeleton Scavengers	B	R	3.60 0.25	3.00	2.40
Skyshroud Archer Skyshroud Falcon	W	C	0.25	0.25 0.25	0.10
Skyshroud Troopers	G	C	0.25	0.25	0.10
Sliver Queen	D		12.00	10.00	10.00
Smite	W	C	0.25	0.25	0.10
Soltari Champion	W	Ř	4.90	4.00	3.00
Spike Breeder	G	R	4.00	3.50	3.00
Spike Colony	G	C	0.25	0.25	0.10
Spike Feeder	G	Ŭ	1.00	1.00	1.00
Spike Soldier	G	Ŭ	1.00	0.80	0.50
Spike Worker	G	C	0.25	0.25	0.10
Spindrift Drake	U	C	0.25	0.25	0.10
Spined Sliver	D	U	1.20	1.00	0.50
Spined Wurm	G	C	0.25	0.25	0.10
Spirit en-Kor	W	C	0.25	0.25	0.10
Spitting Hydra	R	R	3.00	3.00	3.00
Stronghold Assassin Stronghold Taskmaster	B	R	3.00	3.00	3.00 0.50
Sword of the Chosen	A	R	1.00	0.50 2.90	2.40
Temper	W	U	1.00	0.80	0.50
Tempting Licid	G	Ü	1.00	1.00	0.50
Thalakos Deceiver	Ü	R	3.60	3.00	2.40
Tidal Surge	Ŭ	C	0.25	0.25	0.10
Tidal Warrior	Ü	Č	0.25	0.25	0.10
Torment	В	C	0.25	0.25	0.10
Tortured Existence	В	C	0.25	0.25	0.10
Venerable Monk	W	C	0.25	0.25	0.10
Verdant Touch	G	R	3.70	3.00	3.00
Victual Sliver	D	U	1.00	1.00	1.00
Volrath's Gardens	G	R	3.50	3.00 🛦	2.00
Volrath's Laboratory	A	R	4.00	3.00	3.00 2.50
Volrath's Shapeshifter		R	4.90	3.00	
our local game	retai	IIE	Г	100	2:

		43 Ua	ards
Stronghold Set	119.00	85.00	81.00
Stronghold Precon. Deck Box	126.00	106.00 4	79.00
Stronghold Booster Box	154.00	147.00 4	130.00
Stronghold Preconstructed Deck	12.00	12.00	10.50
Stronghold Booster Pack	5.00	4.80	4.50

Stronghold Booster Pack			5.00	4.80	4.50
CARD NAME	COL	RAR	UPR	MED	LOW
Acidic Sliver	D	U	1.50	1.00	1.00
Amok	R	R	3.00	3.00 ▲	2.00
Awakening	G	R	5.00	3.00	3.00
Bandage	W	C	0.25	0.25	0.10
Bottomless Pit	В	Ŭ	1.00	1.00	0.50
Brush With Death	В	C	0.25	0.25	0.10
Bullwhip	A	Ŭ	1.00	1.00 ▲	0.50
Burgeoning	G	R	4.00	3.00	3.00
Calming Licid	W	Ü	1.00	0.50	0.50
Cannibalize	В	C	0.25	0.25	0.10
Carnassid	G	Ř	3.00	3.00	2.00
Change of Heart	W	C	0.25	0.25	0.10
Cloud Spirit	U	C	0.25	0.25	0.10
Constant Mists	G	Ū	1.00	1.00 ▲	0.50
Contemplation	W	Ū	1.00	0.50	0.50
Contempt	U	C	0.25	0.25	0.10
Conviction	W	Č	0.25	0.25	0.10
Convulsing Licid	R	Ü	1.00	1.00 🛦	0.50
Corrupting Licid	В	Ū	1.00	0.50	0.50
Craven Giant	R	C	0.25	0.25	0.10
Crossbow Ambush	G	Č	0.25	0.25	0.10
Croyax the Cursed	В	Ř	5.00	4.00 🛦	3.00

Crystalline Sliver



Volrath's Stronghold	1	R	6.00	5.00	3.80
		n			
Walking Dream	U	U	1.00	0.50	0.50
Wall of Blossoms	G	U	2.00	1.00	1.00
Wall of Essence	W	U	1.00	1.00 🛦	0.50
Wall of Razors	R	U	1.00	0.50	0.50
Wall of Souls	В	U	1.00	1.00	0.50
Wall of Tears	U	U	1.00	1.00	0.50
Warrior Angel	W	R	6.00	4.00	4.00
Warrior en-Kor	W	U	1.00	1.00	0.80
Youthful Knight	W	C	0.25	0.25	0.10
Total		2	62.80	219.35	175.40
the same and want of			* 1/17/05		AT-MANUFACTURE



Exodus Set Exodus Booster Box Exodus Precon Starter Deck Exodus Booster		100.00 163.00 ¥ 11.00 Å 5.00	
	COL DAD UPD	DARKS.	A 40011

Exodus Precon Starter Deck Exodus Booster			13.00 5.00	11.00 A 5.00	10.00 4.60
CARD NAME	COL	RAR	UPR	MED	LOW
AEther Tide	U	C	0.25	0.25	0.10
Allay	W	C	0.25	0.25	0.10
Anarchist	R	C	0.25	0.25	0.10
Angelic Blessing	W	C	0.25	0.25	0.10
Avenging Druid	G	C	0.25	0.25	0.10
Bequeathal	G	C	0.25	0.25	0.10
Carnophage	В	C	0.25	0.25	0.10
Cartographer	G	U	1.00	0.50	0.50
Cat Burglar	В	C	0.25	0.25	0.10
Cataclysm	W	R	6.00	5.00	4.00
Charging Paladin	W	C	0.25	0.25	0.10
Cinder Crawler	R	C	0.25	0.25	0.10
City of Traitors	L	R	5.00	4.80 ▲	4.00
Coat of Arms	A	R	14.50	12.00 ▼	9.00
Convalescence	W	R	4.20	4.00	3.40
Crashing Boars	G	U	1.00	0.50	0.50
Culling the Weak	В	C	0.25	0.25	0.10
Cunning	U	C	0.25	0.25	0.10
Curiosity	U	U	1.00	1.00 🛦	0.50
Cursed Flesh	В	C	0.25	0.25	0.10
Dauthi Cutthroat	B	U	1.00	1.00 4	0.50
Dauthi Jackal	B	C	0.25	0.25 1.00 A	0.10
Dauthi Warlord Death's Duet	В	C	0.25	0.25	0.10
	R	C	0.25	0.25	0.10
Dizzying Gaze Dominating Licid	ů	R	5.00	4.00	3.00
Elven Palisade	G	U	1.00	0.50	0.50
Elvish Berserker	G	C	0.25	0.30	0.10
Entropic Specter	В	R	4.20	3.30	3.00
Ephemeron	ŭ	R	4.00	3.00	3.00
Equilibrium	ŭ	R	5.00	4.00	4.00
Erratic Portal	A	R	5.00	4.00 ▲	3.00
Ertai, Wizard Adept	Ü	R	6.00	5.00	5.00
Exalted Dragon	W	R	5.50	4.50 ▲	4.00
Fade Away	U	C	0.25	0.25	0.10
Fighting Chance	R	R	4.00	3.00	2.00
Flowstone Flood	R	U	1.00	0.50	0.50
Forbid	U	U	1.20	1.00	1.00
Fugue	В	U	1.00	0.50	0.50
Furnace Brood	R	C	0.25	0.25	0.10
Grollub	В	C	0.25	0.25	0.10
Hatred	В	R	7.00	6.00 ▲	5.00
High Ground	W	U	1.00	0.50	0.50
Jackalope Herd	G	C	0.25	0.25	0.10
Keeper of the Beasts	G	U	1.00	0.50	0.50
Keeper of the Dead	В	U	1.00	0.50	0.50
Keeper of the Flame	R	U	1.00	0.50 0.50	0.50
Keeper of the Light	U	U	1.00	0.50	0.50
Keeper of the Mind	Ü	U	1.00	0.50	0.50
Killer Whale Kor Chant	W	C	0.25	0.30	0.10
Limited Resources	W	R	4.90	4.00	4.00
Mage il-Vec	R	C	0.25	0.25	0.10
Mana Breach	ü	Ŭ	1.00	0.50	0.50
Manabond	G	R	4.90	4.00	4.00
Maniacal Rage	R	C	0.25	0.25	0.10
Medicine Bag	A	Ŭ	1.00	0.50	0.50
Memory Crystal	A	Ř	5.00	4.00	3.50
Merfolk Looter	U	C	0.30	0.25	0.10
Mind Maggots	В	U	1.00	0.50	0.50

Mind Over Matter Mindless Automaton Mirozel Mirri, Cat Warrior Mogg Assassin	U A U G R	RRURU	6.00 3.70 1.00 5.00 1.00	5.00 3.00 0.50 4.00 0.50	4.00 3.00 0.50 4.00 0.50
Monstrous Hound Nausea	R B	R	4.00 0.25	3.00 0.25	2.00 0.10
Necrologia Null Brooch Oath of Druids	B A G	R R	5.00 7.00	0.80 A 4.00 6.00	0.50 4.00 6.00
Oath of Ghouls Oath of Lieges	B W	R R	4.90 4.00	4.00 4.00	4.00 3.00
Oath of Mages Oath of Scholars Ogre Shaman	R U R	R R	4.20 4.00 4.00	3.00 3.00 3.00	2.80 3.00 3.00
Onslaught Paladin en-Vec	R	CR	0.25 7.00	0.25 6.00	0.10 5.00
Pandemonium Paroxysm Peace of Mind	RRW	R U U	6.00 1.00 1.00	5.00 0.50 0.50	5.00 0.50 0.50
Pegasus Stampede Penance	W	U	1.00	0.50 0.50	0.50 0.50
Pit Spawn Plaguebearer	B	R	5.00 4.00	4.00	4.00 3.00
Plated Rootwalla Predatory Hunger Price of Progress	G	CCU	0.25 0.25 1.30	0.25 0.25 1.00	0.10 0.10 0.50
Pygmy Troll Rabid Wolverines	G	C	0.25	0.25	0.10 0.10
Raging Goblin Ravenous Baboons Reaping the Rewards	R R W	C R C	0.25 4.00 0.25	0.25 3.00 0.25	0.10 3.00 0.10
Reckless Ogre Reclaim	R	C	0.25 0.25	0.25 0.25	0.10 0.10
Reconnaissance Recurring Nightmare Resuscitate	W B G	U R U	1.00 6.10 1.00	0.50 6.00 0.50	0.50 5.50 0.50
Robe of Mirrors Rootwater Alligator	U	C	0.25	0.50 0.25 0.25	0.10
Rootwater Mystic Sabertooth Wyvern Scalding Salamander	U R R	CUU	0.25 1.00 1.00	0.25 0.50 0.50	0.10 0.50 0.50
Scare Tactics School of Piranha	B	C	0.25	0.25	0.10 0.10
Scrivener Seismic Assault Shackles	U R W	U R C	1.00 5.00 0.25	0.50 5.00 0.25	0.50 4.00 0.10
Shattering Pulse Shield Mate	R W	C	0.25	0.25 0.25	0.10 0.10
Skyshaper Skyshroud Elite Skyshroud War Beast	A G	U U R	1.00 1.00 4.00	0.50 1.00 A 3.00	0.50 0.50 3.00
Slaughter Soltari Visionary	B W G	CU	1.00	0.50 0.25	0.50
Song of Serenity Sonic Burst Soul Warden	R	C	1.00 0.25 0.25	0.50 0.25 0.25	0.50 0.10 0.10
Spellbook Spellshock	AR	U	1.00	1.00 A 0.50	0.50
Spike Cannibal Spike Hatcher	A B G	R U R	4.00 1.00 4.00	4.00 0.50 4.00	3.00 0.50 3.00
Spike Rogue Spike Weaver	G	U R	6.00	0.50 5.00	0.50 5.00
Standing Troops Survival of the Fittest Thalakos Drifters	G	C R R	0.25 6.00 4.00	0.25 6.00 3.50 A	0.10 5.50 2.90
Thalakos Scout Theft of Dreams Theorem Squadren	U	C C R	0.25	0.25	0.10 0.10
Thopter Squadron Thrull Surgeon Transmogrifying Licid	BA	CU	4.00 0.25 1.00	3.00 0.25 0.50	2.40 0.10 0.50
Treasure Hunter Treasure Trove	W	UUC	1.00	0.50 1.00 A	0.50 0.50
Vampire Hounds Volrath's Dungeon Wall of Nets	B B W	C R R	0.25 4.00 4.00	0.25 3.00 4.00	0.10 3.00 3.00
Wayward Soul Welkin Hawk	W	CCC	0.25 0.25 0.25	0.25 0.25 0.25	0.10 0.10 0.10
Whiptongue Frog Wood Elves Workhorse	G	CR	0.25 0.25 3.70	0.25 3.00	0.10 3.00
Zealots en-Dal Total	W	U 2	1.00	0.50 228.15	0.50 194.00
No. Tracket			7	263	20

	3	350 0	6	irds
235.	00	205.00	٧	177.00
200.	00	169.00	Á	160.00
160.	00	140.00		130.00
15.	00	13.50	٧	12.25
13.	25	12.00	Á	10.50
6.	30	5.80	Á	5.00

Urza's Saga Set 235.00	205.00 7 177.00
Urza's Saga Booster Box 200.00	0 169.00 \(160.00 \) 0 140.00 130.00 0 13.50 \(\neq \) 12.25 5 12.00 \(\neq \) 10.50
CARD NAME COL RAR UPF	MED LOW
Absolute Grace	1.00 1.00 1.00 1.00 3.00 3.00 3.00 3.00 0.80 4 0.50 0.25 0.10 1.50 1.00 1.00 0.50 4.80 4 4.00

Antagonism	R	R	3.00	3.00	2.00
Arc Lightning	R	С	0.30	0.25	0.10
Arcane Laboratory Argothian Elder	U	U	1.00	1.00	0.50
Argothian Enchantress	Ğ	R	6.00	5.00	4.00
Argothian Swine	G	C	0.25	0.25	0.10
Argothian Wurm Attunement	G	R R	5.00 4.00	5.00	4.00 3.50
Back to Basics	Ü	R	5.00	4.00 ▼	3.00
Barrin, Master Wizard	U	R R	4.00	3.00	3.00
Barrin's Codex Bedlam	A	R	3.00	3.00 A	2.00
Befoul	В	C	0.50	0.25	0.10
Bereavement Blanchwood Armor	B	U	1.00	1.00 🛦	0.50 1.00
Blanchwood Treefolk	G	C	0.25	0.25	0.10
Blasted Landscape	Ĺ.	U	1.00	1.00 🛦	0.50
Blood Vassal Bog Raiders	B	C	0.25	0.25 0.25	0.10
Brand	R	R	3.00	3.00	2.00
Bravado	R	C	0.25	0.25	0.10
Breach Brilliant Halo	B	C	0.25	0.25	0.10
Bull Hippo	G	Ü	1.00	0.80	0.50
Bulwark Cookling Fland	R	R	3.00	3.00	2.00
Cackling Fiend Carpet of Flowers	B	C	0.25	0.25 1.00	0.10
Carrion Beetles	В	C	0.25	0.25	0.10
Catalog	U	C	0.25	0.25	0.10
Catastrophe Cathodion	W	R U	6.10 1.00	5.00 1.00	4.50 0.50
Cave Tiger	G	С	0.25	0.25	0.10
Child of Gaea Chimeric Staff	G	R R	6.00	5.00 A 3.80 A	4.00
Citanul Centaurs	G	R	4.00 5.00	3.50	3.00
Citanul Flute	Α	R	4.00	3.50 ▲	3.00
Citanul Hierophants Claws of Gix	G	R U	5.00	4.00	3.00
Clear	W	Ü	1.00	1.00 0.80 A	0.50
Cloak of Mists	U	С	0.25	0.25	0.10
Confiscate Congregate	W	C	1.00	1.00 0.25	0.50
Contamination	В	R	4.00	4.00	3.50
Copper Gnomes	A	R	3.50	3.00	2.00
Coral Merfolk Corrupt	B	C	0.25 0.25	0.25	0.10
Cradle Guard	G	Ü	1.00	1.00	0.50
Crater Hellion	R	R	7.00	5.00 ▲	4.00
Crazed Skirge Crosswinds	B	U	1.00	0.80 4	0.50
Grystal Chimes	A	U	1.00	0.80	0.50
Curfew	U	C	0.25	0.25	0.10
Dark Hatchling Dark Ritual	B	R C	3.50 0.25	3.00 0.25	3.00 0.10
Darkest Hour	В	R	4.00	3.50	3.00
Defensive Formation	W	U	1.00	1.00 🛦	0.50
Despondency Destructive Urge	B	C	0.25	0.25 1.00 A	0.10
Diabolic Servitude	В	U	1.00	1.00 4	0.50
Disciple of Grace	W	C	0.25	0.25	0.10
Disciple of Law Discordant Dirge	W	C R	0.25 3.00	0.25 3.00	0.10 2.00
Disenchant	W	C	0.25	0.25	0.10
Disorder Disorder	R	Û	1.00	1.00 4	0.50
Disruptive Student Douse	U	C	1.00	0.25 1.00 A	0.10
Dragon Blood	A	U	1.00	1.00	1.00
Drifting Djinn	Ų	R	4.00	3.00	3.00
Drifting Meadow Dromosaur	L R	C	0.25	0.25	0.10
Duress	В	C	0.30	0.25	0.10
Eastern Paladin	B	R R	5.00	3.00	3.00 2.00
Electryte Elite Archers	W	R	4.50	3.50	3.00
Elvish Herder	G	C	0.25	0.25	0.10
Elvish Lyrist Enchantment Alteration	G	C	1.00	0.25	0.10
Endless Wurm	G	R	5.00	4.00	3.00
Endoskeleton	A	U	1.00	1.00 4	0.50
Energy Field Exhaustion	U	R U	5.00	4.00 1.00 A	3.00 0.50
Exhume	В	C	0.25	0.25	0.10
Exploration	G	R	7.00	5.50 V 0.25	4.00 0.10
Expunge Faith Healer	W	R	0.25 4.00	3.00	3.00
Falter	R	C	0.25	0.25	0.10
Fault Line Fecundity	R	R U	5.00	3.50 A	3.00 0.50
Fertile Ground	G	C	0.25	0.25	0.10
Fiery Mantle	R	C	0.25		0.10
Fire Ants Flesh Reaver	R	U	1.00	0.80 A 1.00 A	0.50 0.50
Fluctuator	A	R	4.00	3.00	3.00
Fog Bank	U	U	1.00	1.00 🛦	0.50
Forest (4 Versions) Fortitude	L G	C	0.10	0.10 0.25	0.10
Gaea's Bounty	G	C	0.25	0.25	0.10
Gaea's Cradle	L	R	15.00	12.50	7.90
Gaea's Embrace Gamble	G R	U R	1.00	1.00 3.50 A	1.00 3.00
Gilded Drake	U	R	4.00	3.50 ▲	3.00
	W	R	7.00	5.50 🛦	5.00
Goblin Cadets Goblin Lackey	R	U	1.00	1.00	1.00
Goblin Matron	R	C	0.25	0.25	0.10
Goblin Offensive Goblin Patrol	R	U	1.00	1.00	1.00 0.10
Goblin Raider	R	C	0.25	0.25	0.10
			100	a sparage	

Goblin Spelunkers	R	С	0.25	0.25	0.10
Goblin War Buggy	R	C	0.25	0.25	0.10
Gorilla Warrior Grafted Skullcap	G	C	0.25 4.40	0.25	0.10
Great Whale	A		4.00	4.00	3.00
Greater Good Greener Pastures	G	R R	4.30 3.50	3.80 A 3.00	3.40
Guma	R	U	1.00	1.00	3.00 0.50
Hawkeater Moth	G	U	1.00	0.80	0.50
Headlong Rush Healing Salve	R	C	0.25 0.25	0.25 0.25	0.10
Heat Ray	R	C	0.25	0.25	0.10
Herald of Serra Hermetic Study	W		5.00	3.50 A 0.25	3.00 0.10
Hibernation	Ü	U	1.00	1.00	1.00
Hidden Ancients Hidden Guerrillas	G	U	1.00	1.00 4	0.50 0.50
Hidden Herd	G	R	3.00	3.00	2.50
Hidden Predators Hidden Spider	G	R	3.00 0.25	3.00 0.25	3.00
Hidden Stag	G	R	3.00	2.50	2.00
Hollow Dogs Hopping Automaton	B	C	1.00	0.25 1.00 A	0.10
Horseshoe Crab	U	C	0.25	0.25	0.10
Humble Hush	W	C	1.00	1.00 0.25	0.50
III-Gotten Gains	В	R	4.00	3.00	3.00
Imaginary Pet Intrepid Hero	W	R	4.00	3.00 3.00	3.00
Island (4 Versions)	L R		0.10	0.10	0.10
Jagged Lightning Karn, Silver Golem	R A		1.00	1.00 A 4.50 A	0.50 4.00
Launch	U	C	5.00 0.25	0.25	0.10
Lay Waste Lifeline	A	C R	0.25 7.10	0.25 6.30 V	0.10 5.00
Lightning Dragon	R	R	7.10 6.00	6.00	5.00
Lilting Refrain Lingering Mirage	U	U	1.00	1.00 A	0.50 0.50
Looming Shade	В	C	0.25	0.25	0.10
Lotus Blossom Luli	A	R	5.00 0.25	4.00 A 0.25	3.00 0.10
Lurking Evil	В	R	3.00	3.00	3.00
Mana Leech Meltdown	B		1.00	1.00 A	0.50 0.50
Metrognome	A	R	3.00	3.00 3.50 A	2.00
Midsummer Revel Mishra's Helix	G	R R	5.00	3.50 A 5.00	3.00 4.00
Mobile Fort	A	U	1.00	1.00	0.50
Monk Idealist Monk Realist	W	C	1.00	1.00 4	0.50
Morphling	U		18.00	14.50 Y	9.40
Mountain (4 Versions)	B	L	0.10	0.10	0.10
No Rest for the Wicked Noetic Scales	A	U R	1.00	1.00 A 3.00	0.50 2.00
Okk	R	R	3.80	3.00	3.00
Opal Acrolith Opal Archangel	W	U R	1.00 5.00	1.00 A	0.50 3.00
Opal Caryatid	W	C	0.25	0.25	0.10
Opal Gargoyle Opal Titan	W	CR	0.25 3.00	0.25 3.00	0.10 3.00
Oppression	В	R	4.80	4.00	3.00
Order of Yawgmoth Outmaneuver	B	U	1.00	1.00 A	0.50 0.50
Pacifism	W	C	0.25	0.25	0.10
Parasitic Bond Pariah	W	U R	1.00	1.00 A 4.00	0.50 4.00
Path of Peace	W	C	0.25	0.25	0.10
Pegasus Charger Pendrell Drake	W	C	0.25	0.25 0.25	0.10
Pendrell Flux	U	C	0.25	0.25	0.10
Peregrine Drake Persecute	U B	U R	1.00 5.50	1.00 5.00	0.50 4.80
Pestilence	В	C	5.50 0.25	0.25	0.10
Phyrexian Colossus Phyrexian Ghoul	A	R	5.00 0.25	4.00 0.25	4.00 0.10
Phyrexian Processor	Α	R	6.00	5.50	4.50
Phyrexian Tower Pit Trap	A	R	4.00 1.00	3.80 A	3.00 0.50
Plains (4 Versions) Planar Birth	L	L	0.10	0.10	0.10
Planar Birth Planar Void	W	R	1.00	3.00	2.80
Polluted Mire	L	C	0.25	0.25	0.10
Pouncing Jaguar Power Sink	G	CCC	0.25	0.25	0.10
Power Taint	U	C	0.25	0.25	0.10
Presence of the Master Priest of Gix	W	U	1.00	1.00 A 1.00	0.50 1.00
Priest of Titania	G	C	0.50	0.25	0.10
Purging Scythe Rain of Filth	A	R	3.00 1.00	3.00 1.00 A	2.00
Rain of Salt	R	U	1.00	1.00 🛦	0.50
Ravenous Skirge Raze	B	C	0.25	0.25 0.25	0.10
Recantation	U	R	3.00	3.00 🛦	2.00
Reclusive Wight	B	U	1.00	1.00 4	0.50
Redeem Reflexes	W	C	1.00	1.00 A 0.25	0.50
Rejuvenate	G	C	0.25	0.25	0.10
Remembrance Remote Isle	W	R	4.00 0.25	3.00 0.25	3.00 0.10
Reprocess	В	R	3.00	3.00	2.80
Rescind Retaliation	U	C	0.25 1.00	0.25 1.00 A	0.10
Retromancer	R	C	0.25	0.25	0.10
Rewind Rumbling Crescendo	U R	C R	0.30 4.00	0.25 3.00	0.10 2.50
Rune of Protection: Artifacts	W	U	1.00	1.00 🛦	0.50
Rune of Protection; Black	W	С	0.25	0.25	0.10



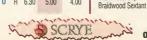
Rune of Protection: Blue	W	С	0.25	0.25	0.10
Rune of Protection: Green	W	C	0.25	0.25	0.10
Rune of Protection: Lands	W	R	3.00	2.50▼ 0.25	2.00
Rune of Protection: Red	W	C	0.25	0.25	0.10
Rune of Protection: White Sanctum Custodian	W	C	0.25	0.25 0.25	0.10
Sanctum Guardian	W	U	1.00	1.00 ▲	0.10
Sandbar Merfolk	U	C	0.25	0.25	0.10
Sandbar Serpent	U	U	1.00	1.00 4	0.50
Sanguine Guard	B	U	1.00	1.00 4	0.50
Scald Scoria Wurm	R	U R	1.30	1.00 ▲ 3.00	0.50 3.00
Scrap	R	C	3.50 0.25	0.25	0.10
Seasoned Marshal	W	U	1.00	1.00 🛦	0.50
Serra Avatar	W		12.50	11.00▼	10.00
Serra Zealot Serra's Embrace	W	C	0.25	0.25 1.00	0.10 0.50
Serra's Hymn	W	U	1.00	1.00	0.50
Serra's Liturgy	W	R	3.00	3.00	2.00
Serra's Sanctum	L	R	4.00	3.50 ▲	3.00
Shimmering Barrier	W	U	1.00	1.00 4	0.50
Shiv's Embrace Shivan Gorge	L	U R	1.00	1.00▲ 4.00	0.50 3.00
Shivan Hellkite	Ř	R	6.60	6.00	5.00
Shivan Raptor	R	U	1.00	1.00 🛦	0.50
Show and Tell	U	R	5.00	4.00	3.00
Shower of Sparks Sicken	R B	C	0.25	0.25 0.25	0.10
Silent Attendant	W	C	0.25	0.25	0.10
Skirge Familiar	В	Ü	1.00	1.00 ▲	0.50
Skittering Skirge	В	C	0.25	0.25	0.10
Sleeper Agent	В	R	3.00	3.00	3.00
Slippery Karst Smokestack	L A	C R	0.25 5.00	0.25 4.00 A	0.10 3.00
Smoldering Crater	Ĺ	C	0.25	0.25	0.10
Sneak Attack	R	R	7.00	7.00	6.00
Somnophore	U	R	4.00	3.50 ▲	3.00
Songstitcher Soul Sculptor	W	U R	1.00	1.00 A 3.00	0.50 3.00
Spined Fluke	В	U	1.00	1.00 ▲	0.50
Spire Owl	U	C	0.25	0.25	0.10
Sporogenesis	G	R	3.00	3.00	2.00
Spreading Algae	G	U	1.00	1.00 4	0.50
Steam Blast Stern Proctor	R	U	1.00	1.00 A 1.00 A	0.50 0.50
Stroke of Genius	Ŭ	R	8.00	7.00	6.00
Sulfuric Vapors	R	R	4.00	3.50 ▲	3.00
Sunder	U	R	3.00	3.00	3.00
Swamp (4 Versions)	L	L	0.10	0.10	0.10
Symbiosis Tainted AEther	G B	C R	0.25 4.00	0.25 3.00	0.10 3.00
Telepathy	Ŭ	U	1.00	1.00	0.50
Temporal Aperture	A	R	5.00	4.00	4.00
Thran Quarry	L	R	6.50	5.00	5.00
Thran Turbine Thundering Giant	A	U	1.00	1.00	0.50
Thundering Giant Time Spiral	U	R	1.00 7.00	1.00 4 6.00	0.50 5.00
Titania's Boon	G	Ü	1.00	1.00 ▲	0.50
Titania's Chosen	G	U	1.00	1.00	0.50
Tolarian Academy	L	R	7.50	6.00 ▲	5.00
Tolarian Winds Torch Song	U	C	0.25	0.25	0.10
Treefolk Seedlings	G	U	1.00	1.00 ▲	0.50 0.50
Treetop Rangers	G	C	0.25	0.25	0.10
Turnabout	U	U	1.00	1.00	0.50
Umbilicus Unnerve	A	R	4.00	3.00	3.00
Unworthy Dead	В	C	0.25	0.25 0.25	0.10 0.10
Urza's Armor	A	Ŭ	1.00	1.00 ▲	0.50
Vampiric Embrace	В	U	1.00	1.00	1.00
Vebulid Voil of Birds	В	R	3.00	3.00 🛦	2.00
Veil of Birds Veiled Apparition	U	C	1.00	0.25 1.00 A	0.10
Veiled Crocodile	Ü	R	3.00	2.50	2.00
Veiled Sentry	Ü	Ü	1.00	1.00	0.50
Veiled Serpent	U	C	0.25	0.25	0.10
Venomous Fangs Vernal Bloom	G	C R	0.25	0.25	0.10
Viashino Outrider	R	C	4.00 0.25	3.00 0.25	3.00 0.10
Viashino Runner	R	C	0.25	0.25	0.10
Viashino Sandswimmer	R	R	4.00	3.30 🛦	2.00
Viashino Weaponsmith	R	C	0.25	0.25	0.10
Victimize Vile Requiem	B	U	1.00	1.00 1.00 A	0.50 0.50
Voice of Grace	W	Ü	1.00	1.00	1.00
Voice of Law	W	U	1.00	1.00	1.00
Voltaic Key	A	U	2.00	1.50	1.00
Vug Lizard Wall of Junk	R	U	1.00	1.00 ▲	0.50
War Dance	G	U	1.00	1.00	0.50 0.50
Waylay	W	U	1.00	1.00 4	0.50
Western Paladin	В	R	4.00	3.00	3.00
Whetstone	A	R	4.00	3.00	3.00
Whirlwind Wild Dogs	G	R	3.50	3.00	3.00
Wild Dogs Wildfire	R	C R	0.25 5.00	0.25 4.50 A	0.10 3.00
Windfall	Ü	U	1.00	1.00	0.50
Winding Wurm	G	C	0.25	0.25 -	0.10
Wirecat	A	U	1.00	1.00 ▲	0.50
Witch Engine Wizard Mentor	B	R	4.00	3.00	3.00
Worn Powerstone	A	C	0.25	0.25 1.00 A	0.10 0.50
Worship	W	R	7.00	6.00	5.00
Yawgmoth's Edict	В	U	1.00	1.00 🛦	0.50
Yawgmoth's Will	B	R	6.00	5.00	5.00
Zephid's Embrace	U	R	3.50	3.00 1.00	3.00 0.50
Total			61.20	577.50	445.90

O URZZAY TEGAYO	\$	8			5
COLAM	U .]	143 Ca	ards
Urza's Legacy Set Foil Set			00.00	90.00 595.00	86.00
Booster Box			18.00 36.00	230.00	461.00 135.00
Pre-con Decks Booster Pack			13.25	12.75▼ 7.30	10.00
Foil Rares			13.75	7.00	5.80
Foil Uncommons Foil Commons		UR UR	4.30	2.80 1.00	1.80
TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Deranged Hermit	G	R	18.25	14.00	11.25
Defense Grid Defense of the Heart	A		17.50 13.75	9.00 9.50	6.00 7.50
Grim Monolith Memory Jar	A	R	17.50 13.75	9.00	10.00 5.80
Might of Oaks	G	R	17.50	12.50	6.00
Multani, Maro-Sorcerer No Mercy	G B	R R	16.50 15.25	12.00	9.80 7.50
Palinchron	U	К	17.50	11.00	9.00
Phyrexian Plaguelord Radiant, Archangel	B W	R R	13.75 17.50	10.00	9.50 9.50
Ring of Gix Shivan Phoenix	A	R R	17.50 15.25	11.00 11.00	6.00
Thran Weaponry	A	R	13.75	9.00	5.80
Weatherseed Treefolk	G	R	15.25	10.00	7.50
CARD NAME About Face	COL	RAR C	UPR 0.25	MED 0.10	0.10
Angelic Curator	W	C	0.25	0.10	0.10
Angel's Trumpet Anthroplasm	A	U R	1.00	0.50 3.00	0.50 3.00
Archivist	Ü	R	4.00	4.00	3.00
Aura Flux Avalanche Riders	R	C	0.25 1.30	0.10 1.00	0.10 1.00
Beast of Burden Blessed Reversal	A	R	5.00	3.30 A 3.00	3.00
Bloated Toad	G	U	1.00	0.80 🛦	0.50
Bone Shredder Bouncing Beebles	B	C	1.00	0.10	0.50 0.10
Brink of Madness Burst of Energy	B	R	4.00 0.25	3.00	3.00
Cessation	W	C	0.25	0.10	0.10 0.10
Cloud of Faeries Crawlspace	U	C R	0.25 4.00	0.15 3.30 A	0.10 3.00
Crop Rotation	G	C	0.25	0.10	0.10
Damping Engine Darkwatch Elves	A	R	4.00	3.30 A 0.80 A	3.00 0.50
Defender of Chaos Defender of Law	R	C	0.25	0.10	0.10 0.10
Defense Grid	Α	R	6.00	4.00	3.00
Defense of the Heart Delusions of Mediocrity	G	R	5.00	4.50▲ 4.50	4.00 3.00
Deranged Hermit	G	R	7.50	6.00▼	6.00
Devout Harpist Engineered Plague	W	C	0.25	0.10 1:00	0.10 1.00
Erase Eviscerator	W	C	0.25 4.80	0.10 3.80 A	0.10 3.00
Expendable Troops	W	C	0.25	0.10	0.10
Faerie Conclave Fleeting Image	L	U R	1.30 5.00		1.00
Fog of Gnats Forbidding Watchtower	B	C	0.25	3.30 A 0.10 1.00	0.10 1.00
Frantic Search	U	C	1.00 0.25	0.10	0.10
Gang of Elk Ghitu Encampment	G	U	1.00	0.50 1.00	0.50 1.00
Ghitu Fire-Eater Ghitu Slinger	R	Ü	1.00	0.80	0.50
Ghitu War Cry	R	U	0.25 1.00		0.10 0.50
Giant Cockroach Goblin Medics	B	C	0.25	0.10	0.10
Goblin Welder	R	R	4.00	3.00	3.00
Granite Grip Grim Monolith	R	C	0.25 6.00	0.10 5.80	0.10 5.00
Harmonic Convergence Hidden Gibbons	G	U R	1.00	0.80 A 3.00	0.50 3.00
Hope and Glory	W	U	1.00	0.80 🛦	0.50
Impending Disaster Intervene	R	R	5.00 0.25	3.30 A 0.10	3.00 0.10
Iron Maiden Iron Will	A W	R	4.00 0.25	3.50 A 0.10	3.00 0.10
Jhoira's Toolbox	A	U	1.00	0.50	0.50
Karmic Guide King Crab	W	R	4.00	3.00 0.80	3.00 0.50
Knighthood Last-Ditch Effort	W	U	1.00	1.00	0.50
Lava Axe	R	C	1.00 0.25	1.00 0.15	0.50 0.10
Levitation Lone Wolf	U	U	1.00	1.00	0.50
Lurking Skirge	В	R	4.00	3.00	3.00
Martyr's Cause Memory Jar	W	U R	1.00 4.40		0.50 3.00
Might of Oaks	G	R	6.30	6.00	5.40
Miscalculation Molten Hydra	R	C R	0.25 4.00	0.25 3.50	0.10 3.00
Mother of Runes Multani, Maro-Sorcerer	- G	U R	2.00 7.00	1.30▲	1.00 6.00
Multani's Acolyte	G	C	0.25	0.10	0.10
Multani's Presence No Mercy	G B	U R	1.00		0.50 4.00
Opal Avenger	W	R	4.00	3.00	3.00
Opal Champion Opportunity	U	U	1.00	1.00	0.10
Ostracize Palinchron	B	C	6.30		0.10

4		_			_
1	Parch	R	C 0.25	0.15	0.10
η	Peace and Quiet	W	U 1.00		0.50
1	Phyrexian Broodlings	В	C 0.25	0.10	0.10
ı	Phyrexian Debaser	В	C 0.25		0.10
ı	Phyrexian Defiler	В	U 1.00		0.50
1	Phyrexian Denouncer	В	C 0.25		0.10
1	Phyrexian Plaguelord	B	R 5.00		5.00 0.50
	Phyrexian Reclamation Plague Beetle	В	U 1.00	1.00	0.10
	Planar Collapse	W	R 5.00	3.30	3.00
1	Purify	W	R 5.00		3.00
1	Pygmy Pyrosaur	R	C 0.25		0.10
1	Pyromancy	R	R 4.00		3.00
	Quicksilver Amulet	A	R 5.00		4.00
	Rack and Ruin	R	U 1.00		0.50
	Radiant, Archangel	W	R 7.00		5.00 0.50
	Radiant's Dragoons Radiant's Judgment	W	U 1.00		0.10
	Rancor	G	C 1.00		0.10
	Rank and File	В	U 1.00		0.50
	Raven Familiar	U	U 1.00		0.50
	Rebuild	Ü	U 1.00		0.50
	Repopulate Ring of Civ	G A	C 0.25		0.10
	Ring of Gix Rivalry	R	R 7.00	3.00	4.00 3.00
	Scrapheap	A	R 3.50	3.00	3.00
	Second Chance	ΰ	R 4.00		3.00
1	Shivan Phoenix	R	R 6.00		4.80
	Sick and Tired	В	C 0.25	0.10	0.10
1	Silk Net	G	C 0.25	0.10	0.10
	Simian Grunts	G	C 0.2		0.10
	Sleeper's Guile	B	C 0.25 C 0.25 C 0.25	0.10	0.10
	Slow Motion Sluggishness	R	C 0.2		0.10 0.10
	Snap	Ü	C 0.2		0.10
	Spawning Pool	L	U 1.0		0.50
	Subversion	В	R 4.0	4.00	4.00
	Sustainer of the Realm	W	U 1.0	1.00	0.50
	Swat	В	C 0.2	0.10	0.10
1	Tethered Skirge	В	U 1.0		0.50
	Thornwind Faeries	U	C 0.2		0.10
	Thran Lens Thran War Machine	A	R 5.0		3.00 0.50
	Thran Weaponry	A	R 4.0		3.00
	Ticking Gnomes	A	U 1.0		0.50
	Tinker	U	U 1.3	1.00	0.50
	Tragic Poet	W	C 0.2		0.10
	Treacherous Link	В	U 1.0		0.50
	Treefolk Mystic	G	C 0.2		0.10
	Treetop Village	В	U 1.30	1.00	1.00
	Unearth Urza's Blueprints	A	R 4.0		0.10 2.80
	Viashino Bey	R	C 0.2		0.10
	Viashino Cutthroat	R	U 1.0	0.80	0.50
	Viashino Heretic	R	U 1.0		0.50
	Viashino Sandscout	R			
			C 0.2		0.10
	Vigilant Drake	U	C 0.2	0.10	0.10
	Vigilant Drake Walking Sponge	U	C 0.25	0.10 0.80	0.10 0.50
	Vigilant Drake Walking Sponge Weatherseed Elf	UUG	U 1.0 C 0.2	0.10 0.80 0.10	0.10 0.50 0.10
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries	UGU	C 0.25 U 1.00 C 0.25 C 0.25	0.10 0.80 0.10 0.10	0.10 0.50 0.10 0.10
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk	UUGUG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00	0.10 0.804 0.10 0.10 4.804	0.10 0.50 0.10 0.10 4.00
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture	UGU	C 0.25 U 1.00 C 0.25 C 0.25 R 6.00 R 4.00	0.10 0.80 0.10 0.10 0.10 4.80 0.350	0.10 0.50 0.10 0.10 4.00 3.00
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk	UU GU GA GG	C 0.25 U 1.00 C 0.25 C 0.25 R 6.00 R 4.00 U 1.00 C 0.25	0.10 0.80 0.10 0.10 0.10 4.80 0.3.50 0.80 0	0.10 0.50 0.10 0.10 4.00
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Grion	UUGUG AGGG	C 0.25 U 1.00 C 0.25 C 0.25 R 6.00 R 4.00 U 1.00 C 0.25 C 0.25	5 0.10 0.80 ▲ 5 0.10 0.10 0.4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10
	Vigilant Drake Walking Sponge Weathersed Elf Weathersed Faeries Weathersed Treefolk Wheel of Torue Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm	UU GU GA GG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00 U 1.00 C 0.29 C 0.29 C 0.29	5 0.10 0.80 ▲ 5 0.10 0.10 0.10 4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Grion	UUGUG AGGG	C 0.25 U 1.00 C 0.25 C 0.25 R 6.00 R 4.00 U 1.00 C 0.25 C 0.25	5 0.10 0.80 ▲ 5 0.10 0.10 0.10 4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10
	Vigilant Drake Walking Sponge Weathersed Elf Weathersed Faeries Weathersed Treefolk Wheel of Torue Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm	UUGUG AGGG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00 U 1.00 C 0.29 C 0.29 C 0.29	5 0.10 0.80 ▲ 5 0.10 0.10 0.10 4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10
	Vigilant Drake Walking Sponge Weatherseed Elif Weatherseed Faeries Weatherseed Treefolk Wheel of Torue Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm	UUGUG AGGG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00 U 1.00 C 0.29 C 0.29 C 0.29	5 0.10 0.80 ▲ 5 0.10 0.10 0.10 4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10
	Vijilant Drake Walking Sponge Watherseed Elf Watherseed Faeries Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total	UUGUG AGGG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00 U 1.00 C 0.29 C 0.29 C 0.29	5 0.10 0.80 A 5 0.10 0.4.80 A 0.3.50 A 0.80 A 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.1	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00
	Vijilant Drake Walking Sponge Watherseed Eif Watherseed Faeries Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total	UUGUG AGGG	C 0.29 U 1.00 C 0.29 C 0.29 R 6.00 U 1.00 C 0.29 C 0.29 C 0.29	5 0.10 0.80 ▲ 5 0.10 0.10 0.10 4.80 ▲ 0.3.50 ▲ 0.80 ▲ 0.80 ▲ 0.10 0.80 ▲	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00
•	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total	UUGUG AGGG	C 0.21 U 1.0 C 0.2: C 0.2: R 6.0 N 4.0 U 1.0 C 0.2: C 0.2: 274.3	0.10 0.80 A 0.10 0.5 0.10 0.4.80 A 0.3.50 A 0.80 A 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.1	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00
	Vijilant Drake Walking Sponge Watherseed Elf Weatherseed Faerles Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set	UUGUG AGGG	C 0.2! U 1.0 C 0.2! C 0.2. R 6.0 U 1.0 C 0.2: C 0.2: C 0.2: 274.3	0.10 0.80 A 0.10 0.10 0.4.80 A 0.3.50 A 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.1	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00
•	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total	UUGUG AGGG	C 0.2! U 1.0 C 0.2: C 0.2: R 6.00 R 4.0 U 1.0 C 0.2: C 0.2: 274.3	0.10 0.80	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00 99.00 495.00
•	Vijilant Drake Walking Sponge Watherseed Eif Watherseed Faeries Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set	UUGUG AGGG	C 0.2! U 1.0 C 0.2! C 0.2. R 6.0 U 1.0 C 0.2: C 0.2: C 0.2: 274.3	5 0.10 0.80 Å 0.10 0.10 0.4.80 Å 0.3.50 Å 0.0.80 Å 0.0.80 Å 0.0.80 Å 0.0.80 Å 0.10 0.	0.10 0.50 0.10 0.10 4.00 3.00 0.50 0.10 0.10 186.00
	Vijilant Drake Walking Sponge Weatherseed Eif Weatherseed Faeries Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Scion Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Prostructed Deck Booster Pack	UUGUG AGGG	C 0.2! U 1.0 C 0.2: R 6.0 R 4.0 U 1.0 C 0.2: C 0.2: 274.3 130.0 900.0 179.00 14.0 15.9	0.10 0.00 0.10 0.10 0.4.80 0.3.50 0.80 0.80 0.80 0.10 0.10 0.1	0.10 0.50 0.10 4.00 3.00 0.50 0.10 0.10 0.10 186.00 99.00 495.00 148.00 11.50 5.00
	Vijilant Drake Walking Sponge Watherseed Eif Watherseed Faerles Watherseed Freefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Rares	UUGUG AGGG	C 0.2! U 1.0 C 0.2: R 6.0 R 4.0 U 1.0 C 0.2: C 0.2: 274.3 130.0 900.0 179.0 14.0 5.9 U 1.0	0.10 0.80 Å 0.10 0.10 0.4.80 Å 0.10	0.10 0.50 0.10 0.10 4.00 3.00 0.10 0.10 0.10 186.00 99.00 495.00 148.00 11.50 5.00 5.00
	Vigilant Drake Walking Sponge Watherseed Elf Watherseed Faeries Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Mcommons	UUGUG AGGG	C 0.2! U 1.0 C 0.2: R 6.0 R 4.0 U 1.0 C 0.2: C 0.2: C 0.2: 274.3 130.0 900.0 179.0 14.0 5.9 U R 2.8	0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10	0.10 0.50 0.10 0.10 4.00 3.00 0.10 0.10 0.10 0.10 186.00 99.00 495.00 148.00 5.00 5.00 1.50
	Vijilant Drake Walking Sponge Watherseed Eif Watherseed Faerles Watherseed Freefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Rares	UUGUG AGGG	C 0.2! U 1.0 C 0.2: R 6.0 R 4.0 U 1.0 C 0.2: C 0.2: 274.3 130.0 900.0 179.0 14.0 5.9 U 1.0	0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10	0.10 0.50 0.10 0.10 4.00 3.00 0.10 0.10 0.10 186.00 99.00 495.00 148.00 11.50 5.00 5.00
	Vigilant Drake Walking Sponge Walking Sponge Watherseed Eaf Weatherseed Faerles Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Incommons Foil Uncommons	UUGUGAGGGG	C 0.2! U 1.0 C 0.2: R 6.0 R 4.0 U 1.0 C 0.2: C 0.2: C 0.2: 274.3 130.0 900.0 179.0 14.0 5.9 U R 2.8	0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.0	0.10 0.50 0.10 0.10 4.00 3.00 0.10 0.10 0.10 0.10 186.00 99.00 495.00 148.00 5.00 5.00 1.50
	Vigilant Drake Walking Sponge Walking Sponge Watherseed Eaf Weatherseed Faerles Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Incommons Foil Uncommons	UUGUGAGGGG	C 0.2: U 1.00 C 0.2: C 0.2: R 6.00 U 1.00 C 0.2: C 0.2: 274.3: 130.00 179.00 14.00 5.99 UR 2.88 UR 1.00	143 C2 143 C2 1440	0.10 0.50 0.10 4.00 3.00 0.50 0.10 0.10 186.00 99.00 495.00 148.00 15.00 1.50 0.50
	Vigilant Drake Walking Sponge Watherseed Eif Weatherseed Faeries Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Pack Fool Set Booster Pack Fool Rares Foil Uncommons Foil Commons Foil Constructed Deck Booster Pack Fool Rares Fool Rare	UU GU GA GG GG G	C 0.22 U 1.00 C 0.22 C	143 Cz 143 Cz 1143 Cz 1140 Cz	0.10 0.50 0.10 0.10 0.10 0.10 0.50 0.10
•	Vijilant Drake Walking Sponge Watherseed Elf Weatherseed Faerles Weatherseed Frefolk Watherseed Trefolk Watherseed Trefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Carmons Foil Uncommons Foil Ducommons TOP Foil CARDS Academy Rector Covetous Dragon Donate	U U G U G A G G G G G W R U	C 0.2: C	0.80	0.10 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 186.00 99.00 495.00 148.00
•	Vijilant Drake Walking Sponge Watherseed Eif Watherseed Faeries Watherseed Treefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Open Bactor Covetous Dragon Donate Livish Piper	UUGUGAGGGG	C 0.2: U 1.0 C 0.2: C 0.2: C 0.2: 274.3 130.00 179	143 Cz 114.00 V 10.00 O 10.	0.10 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 0.10 1486.00 1485.00 148.00 1.50 5.00 1.50 6.00 1.50 6.00
	Vigilant Drake Walking Sponge Weatherseed Elf Weatherseed Faeries Weatherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pock Foil Rares Foil Uncommons Foil Commons TOP FOIL CARDS Academy Rector Covetous Dragon Donate Elvish Piper Masticore	UUGUGAGGGG WRUGA	C 0.2: U 1.0 C 0.2: U 1.0 C 0.2: U 1.0 C 0.2: C 0.2: U 1.0 C 0.2: C 0.2: C 0.2: 274.3 C 1.7 C 0.2: 274.3 C 1	143 C: 143 C: 114.00 V 10.00	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 186.00 186.00 148.00 148.00 15.00 16.00 17.00 18.
	Vigilant Drake Walking Sponge Watherseed Elf Weatherseed Faeries Weatherseed Faeries Weatherseed Treefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Hares Foil Uncommons Foil Commons TOP FOIL CARDS Academy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker	UUGUGAGGGG	C 0.2: U 1.0 C 0.2: C 0.2: C 0.2: C 0.2: 274.3 130.00 179	143 C2 114.00 V 10.00 114.00 V 1	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 148.00 148.00 1.50 5.00 5.
	Vigilant Drake Walking Sponge Watherseed Eif Weatherseed Faeries Weatherseed Treefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Control Wetalworker Opposition	UUGUGAGGGG WRUGAAU	C 0.2: U 1.0	143 C2 114.00 V 10.00 114.00 V	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 186.00 99.00 495.00 5.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 149.00 159.00 169.00 179.00 1
	Vigilant Drake Walking Sponge Watherseed Elf Weatherseed Faerles Weatherseed Frefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Pack Foil Rares Foil Uhcommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Elvisn Piper Masticore Metalworker Opposition Phyrexian Negator	UUGUGAGGGG WRUGAAUB	C 0.2: U 1.0	143 C2 143 C2 114.00 V 10.00 10.0	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 1186.00 99.00 495.00 11.50 5.00 5.00 1.50
	Vigilant Drake Walking Sponge Watherseed Eif Weatherseed Faeries Weatherseed Treefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Control Wetalworker Opposition	UUGUGAGGGG WRUGAAU	C 0.2: U 1.0	143 C2 114.00 V 10.00 O 10.	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 186.00 99.00 495.00 5.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 148.00 149.00 159.00 169.00 179.00 1
	Vigilant Drake Walking Sponge Walking Sponge Walkingsed Eif Waatherseed Faerles Waatherseed Treefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Hares Foil Uhcommons Foil Commons Foil Commons Foil Carbus Academy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Prowder Keg	UUGUGAGGGG WRUGAAUBAWG	C 0.2: U 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0	0.80	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 186.00 99.00 148.00 1.50 0.50 0.10 0
	Vigilant Drake Walking Sponge Watherseed Elf Watherseed Faeries Watherseed Terefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Foil Rares Foil Commons Foil Commons Foil Commons TOP FOIL CARDS Academy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish	UUGUGAGGGG WRUGAAUBAWGG	130.00 C 0.22 274.3 130.00 R 130.00 R 2.8 R 12.5 R 13.5 R 11.00 R 13.00 R 13.0	143 C2 114.00 V 10.00 114.00 V	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 186.00 99.00 495.00 148.00
	Vigilant Drake Walking Sponge Watherseed Eif Weatherseed Faeries Weatherseed Freefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Rares Foil Uhcommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Elvisn Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Regeleish Rofellos, Llanowar Emissary Thom Elemental	UUGUGAGGGG WRUGAAUBAWGGU	C 0.2: U 1.0	143 C2 144 C2	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 186.00 495.00 11.50 5.00 5.00 1.50 0.50 1.50 0.50 1.50 0.50 0.50 0.50 0.10 0
	Vigilant Drake Walking Sponge Walking Sponge Walking Sponge Walkingsed Elf Wathersed Faerles Wathersed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Ares Foil Uncommons Foil Commons Foil Commons Foil Cares Replenish Retalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thorn Elemental	UUGUGAGGGG WRUGAAUBAWGG	130.00 C 0.22 274.3 130.00 R 130.00 R 2.8 R 12.5 R 13.5 R 11.00 R 13.00 R 13.0	143 C2 144 C2	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 186.00 99.00 495.00 148.00 148.00 1.50 0.50 1.50 0.5
	Vigilant Drake Walking Sponge Walking Sponge Walking Sponge Walking Sponge Watherseed Faerles Weatherseed Freefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Foil Rares Foil Uncommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Elvisn Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Regleish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain	UUGUGAGGGG WRUGAAUBAWGGUB	C 0.2: U 1.0 C 0.2: C 0	143 C2 143 C2 143 C2 143 C2 1400 0 1000 0	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 186.00 495.00 148.00 11.50 0.50 0.50 11.50 0.50 0.50 0.50 0.10
	Vijilant Drake Walking Sponge Walking Sponge Walking Sponge Walking Sponge Walking Sponge Walking Sed Treefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Foil Arnes Foil Uncommons Foil Uncommons Foil Commons TOP FOIL CARDS Academy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARD NAME	UUGUGAGGGG WRUGAAUBAWGGUB	C 0.2: U 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0	0.80	0.10 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 186.00 99.00 495.00 111.50 5.00 1.50 0.50 10.00
	Vigilant Drake Walking Sponge Walking Sponge Walkingsed Eif Washerseed Faeries Washerseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Bares Foil Uncommons Foil Commons Foil Commons Foil Commons Foil Commons Foil Commons Foil Commons Foil Cares Foil Uncommons Foil Ares Redelmy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thorn Elemental Treachery Yawgmoth's Bargain CARD NAME Academy Rector	UUGUGAGGGG COL WRUGAAUBAWGGUB COL WRUGAAUBAWGGUB	130.00 C 0.22 274.3 130.00 UR 2.8 R 12.5 R 13.5 R 13.5 R 11.00 R 13.5 R 11.00 R 13.5 R 11.00 R 13.5 R 11.00 R 13.5 R 13.5 R 13.5 R 15.5	143 C2 114.00 V 10.00 O 10.	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.11 186.00 99.00 148.00 148.00 148.00 148.00 148.00 148.00 15.00 16.00 17.00 18.00 19.00 19.00 19.00 19.00 19.00 19.00 19.00 19.00 10.00
	Vijilant Drake Walking Sponge Walking Sponge Walking Sponge Watherseed Elef Watherseed Freefolk Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Foil Rares Foil Uhcommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Elvisn Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Regeleish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARD MANE Academy Rector Cather Sling	UUGUGAGGGG WRUGAAUBAWGGUB	C 0.2: U 1.0	14.3 C2 14.3 C2 114.00 V 10.00	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.50 0.10 0.10 0.10 0.10 1186.00 99.00 11.50 5.00 5.00 1.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.10 0
	Vigilant Drake Walking Sponge Walking Sponge Walkingsed Eif Washerseed Faeries Washerseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Bares Foil Uncommons Foil Commons Foil Commons Foil Commons Foil Commons Foil Commons Foil Commons Foil Cares Foil Uncommons Foil Ares Redelmy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thorn Elemental Treachery Yawgmoth's Bargain CARD NAME Academy Rector	UUGUGAGGGG RUGAAUBAWGGUB COL RGB	C 0.2: U 1.0	14.3 C2 14.3 C2 114.00 V 10.100 11.000 12.000 12.000 12.000 12.000 12.000 14.000 12.000 14.000 12.000 14.000 12.000 14.000 12.000	0.10 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.11 186.00 99.00 148.00 148.00 148.00 148.00 148.00 148.00 15.00 16.00 17.00 18.00 19.00 19.00 19.00 19.00 19.00 19.00 19.00 19.00 10.00
	Vigilant Drake Walking Sponge Walking Sponge Walking Sponge Watherseed Elf Watherseed Faerles Watherseed Treefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Booster Pack Foil Arnes Foil Uhcommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Evish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofelios, Lanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARD NAME Academy Rector -Cther Sting Ancient Silverback Apprentice Necromancer Archery Trainling	UUUGUGAAGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	C 0.22 U 1.00 U	0.80	0.10 0.50 0.50 0.10 0.10 0.10 0.50 0.50 0.10 0.10 0.10 186.00 99.00 495.00 111.50 5.00 1.50 0.50 1.50 0.50 1.50 0.50 1.50 0.50 0.50 0.50 0.10 0.10 0.10 0.10 0.10 1.10 0.10
	Vigilant Drake Walking Sponge Walking Sponge Walkingsed Eif Watherseed Faeries Watherseed Treefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Carlos Roademy Rector Covetous Dragon Donate Elwish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARIO NAME Academy Rector Æther Sting Ancient Silverback Apprentice Necromancer Archery Trainling Attrition	UUUGUGAAGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	C 0.2: U 1.0.0 C 0.2: C 1.0 C 1.	143 C: 143 C: 114.00 V 10.00	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.11 186.00 99.00 148.00 11.50 0.50 0.50 0.10 0.10 186.00 11.50 0.50 0.50 0.1
	Vigilant Drake Walking Sponge Walking Sponge Walking Sponge Watherseed Elef Watherseed Faerles Watherseed Freefolk Wheel of Torture Wing Snare Yavimaya Granger Yavimaya Granger Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Box Pre-Constructed Deck Foil Rares Foil Uhcommons Foil Commons TOP Foil CARDS Academy Rector Covetous Dragon Donate Elvish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Raplenish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARD MANE Academy Rector Carter Siting Ancient Silverback Apprentice Necromancer Archery Training Attrition Aura Thief	UU G G G G G G G G G G G G G G G G G G	C 0.2: U 1.0	14.3 C2 14.3 C2 14.3 C2 14.00 V 15.50 0 10.00 0 10.	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 1186.00 99.00 495.00 11.50 5.00 11.50 0.50 1.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.10 11.00 0.1
	Vigilant Drake Walking Sponge Walking Sponge Walkingsed Eif Watherseed Faeries Watherseed Treefolk Whele of Torture Wing Snare Yavimaya Granger Yavimaya Scion Yavimaya Wurm Total Complete Set Foil Set Booster Box Pre-Constructed Deck Booster Pack Foil Ares Foil Uncommons Foil Commons Foil Carlos Roademy Rector Covetous Dragon Donate Elwish Piper Masticore Metalworker Opposition Phyrexian Negator Powder Keg Replenish Rofellos, Llanowar Emissary Thom Elemental Treachery Yawgmoth's Bargain CARIO NAME Academy Rector Æther Sting Ancient Silverback Apprentice Necromancer Archery Trainling Attrition	UUUGUGAAGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	C 0.2: U 1.0.0 C 0.2: C 1.0 C 1.	143 C2 114.00 V 10 10.00 11.00 12.00 12.00 12.00 11.00 12.00 11.00 12.00 13.00 14.00 14.00 15.00 16.00 17.00 17.00 18.00 18.00 19.00 10	0.10 0.50 0.50 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.11 186.00 99.00 148.00 11.50 0.50 0.50 0.10 0.10 186.00 11.50 0.50 0.50 0.1

0.50 0.50 0.10 Brass Secretary 1.00 0.25 0.25 1.00 Brine Seer Bubbling Beebles UCCUCCCRCUCURUCRCCRRU 0.80 A 0.25 0.25 1.00 A 0.25 0.25 0.25 0.25 3.00 A Bubbling Muck B W W B B 0.10 0.50 Caltrops Capashen Knight Capashen Standard 0.25 0.25 0.25 0.10 Capashen Templar 3.00 2.00 Carnival of Souls 0.25 Chime of Night 0.25 0.10 0.50 Cinder Seer 1.00 0.25 1.00 5.00 0.25 Colos Yearling Compost Covetous Dragon R 7.00 5.00 0.80 A 0.25 5.00 0.25 0.25 6.00 V 1.00 0.50 Disappear Disease Carriers B 0.25 5.00 0.10 0.10 5.00 5.00 Donate Dying Wail Elvish Lookout G G 0.25 0.25 7.00 Elvish Piper Emperor Crocodile 3.30 4.00▲ B B 0.50 Encroach 1 00 1.00 1.00 Ü. 1.00 Extruder 1.00 A W U 3.80 False Prophet R C C U 5.00 5.00 A 0.25 0.25 0.50 0.25 0.25 0.25 3.00 Fatique 0.25 0.10 Fend Off 0.25 W B W R U Festering Wound 1.00 Field Surgeon 0.10 CCCRUU 0.10 Flame Jet 0.25 Fledgling Osprey 0.10 Flicker W 3.00 0.50 Fodder Cannon 1.00 Gamekeeper 1.00 1.00 0.50 Goblin Berserker RRRRGGRGU Goblin Festival Goblin Gardene 0.25 0.10 Goblin Marshal 0.25 0.25 0.25 0.25 0.10 0.10 0.10 0.10 Goblin Masons Goliath Beetle Heart Warden Hulking Ogre Hunting Moa 1.00 0.25 3.80 1.00 1.00 1.00 1.00 3.80 0.50 0.10 Illuminated Wings Impatience R R U Incendiary Iridescent Drake Ivy Seer Jasmine Seer W Junk Diver A R R U 1.00 0.25 0.25 1.00 Keldon Champion Keldon Vandals Kingfisher R 1.00 0.80 A 0.25 0.50 0.25 0.25 0.25 3.50 A Lurking Jackals 0.25 Magnify CUCCCRRC Mantis Engine Mark of Fury 0.25 Marker Beetles G 0.25 Mask of Law and Grace WW 0.25 Master Healer 4 00 10.00 8.00 12.00 A Mental Discipline 0.25 4.00 0.50 0.10 0.50 Metalworker Metathran Elite 5.00 5.00 0.80 RUCUCURRRCRUCRRU 1.00 0.25 0.25 0.80 A Metathran Soldier Momentum 0.25 0.25 0.80 0.10 Multani's Decree G B W U Nightshade Seer Opalescence 5.00 3.00 5.00 4.00 6.00 4.00 A 0.25 5.00 0.50 0.25 5.00 5.50 A 1.00 3.00 0.25 4.00 A 0.25 0.25 3.50 5.00 A Opposition 5.00 0.25 6.00 1.00 Pattern of Rebirth 3.00 0.10 GBBBGG Phyrexian Monitor 5.00 0.50 0.10 4.00 Phyrexian Negator Plague Dogs 0.25 5.00 Plated Spider Plow Under Powder Keg Private Research 7.00 5.00 0.50 0.50 3.00 0.10 3.00 2.00 4.00 0.25 5.00 Quash UB UR CRCCRRCBCDCCCCCDRDCCCCDDDCRCC Rapid Decay Ravenous Rats Rayne, Academy Chancellor 0.25 Reckless Ahandon 0.10 0.10 3.00 4.00 0.10 5.00 0.10 Reliquary Monk Repercussion Replenish R W U 4.00 6.00 0.25 5.00 0.25 1.00 0.25 0.25 0.25 0.25 1.00 3.00 0.80 \$\text{\ti}\text{\texi\text{\text{\text{\\texi\text{\text{\text{\\texi\tin\tii}\text{\text{\text{\text{\text{\text{\te\ 0.25 Rofellos, Llanowar Emissary 7.00 Rofellos's Gift 0.25 1.00 0.25 0.25 0.25 0.25 0.25 Sanctimony Scent of Brine 0.50 0.10 0.10 0.10 0.10 0.50 3.00 0.50 0.10 0.10 Scent of Cinder Scent of Ivy Scent of Jasmine W BWAWU Scent of Nightshade 1.00 Scour Scrying Glass 1.00 0.25 0.25 Serra Advocate Sigil of Sleep Skittering Horror Slinking Skirge 0.25 0.10 Solidarity 0.50 1.004 Soul Feast Sowing Salt Splinter Squirming Mass 1.00 0.80 1.00 0.25 3.00 0.25 0.25 0.50 0.50 0.10 3.00 0.10 0.10 1.00 0.25 3.00 0.25 Storage Matrix Taunting Elf Telephatic Spies

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!



U R 6.30 5.00 4.00

Body Snatcl

Braidwood Cup

3.00 3.00 0.50

4.00 3.00

1.00 1.004

R B R R U

11 1.00 0.50 0.50



Temporal Adept	U	R	5.00	4.00 🛦	3.0
Tethered Griffin	W	R	4.00	3.00	3.0
Thieving Magpie	U	U	1.00	1.00	0.5
Thorn Elemental	G	R	7.00	5.50 4	5.0
Thran Dynamo	A	Ü	1.50	1.00	0.5
Thran Foundry	A	Ü	1.00	1.00 ▲	0.5
Thran Golem	A	R	5.00	4.00 4	3.0
Tormented Angel	W	C	0.25	0.25	0.1
Treachery	Ü	R	6.90	5.00	4.0
Trumpet Blast	R	C	0.25	0.25	0.1
Twisted Experiment	В	Č	0.25	0.25	0.1
Urza's Incubator	A	Ř	5.00	3.50	3.0
Voice of Duty	W	Ü	1.00	1.00	0.5
Voice of Reason	W	Ü	1.00	1.00	0.5
Wake of Destruction	R	R	5.00	3.30 🛦	3.0
Wall of Glare	W	C	0.25	0.25	0.1
Wild Colos	R	C	0.25	0.25	0.1
Yavimaya Elder	G	Č	0.25	0.25	0.1
Yavimaya Enchantress	G	Ŭ	1.00	1.00	0.5
Yavimaya Hollow	L	Ř	5.00	3.00	3.0
Yawgmoth's Bargain	В	R	6.80	6.00	4.0
Total	J			232.35	188.5
Total		- 4	00.00	202.00	100.0



	,		41 43
Mercadian Masques Set (no foils)	216.00	150.00	128.00
Mercadian Masques Foil Set	988.00	625.00 4	596.00
Booster Box	100.00	99.00 🛦	90.00
Tournament Deck Box	92.50	90.00	80.00
Pre-Constructed Deck Box	130.00	105.00 4	85.00
Booster Pack	3.30	3.30 🛦	3.00
Tournament Deck	10.00	10.00	9.00
Pre-Constructed Deck	11.75	10.00	10.00
Foil Rares	UR 7.50	6.00	4.80
Foil Uncommons	UR 3.30	2.80	1.00

F	oil Commons		UR	1.00	1.00	0.50
1	OP FOIL CARDS	COL	RAR	UPR	MED	LOW
F	Rishadan Port	L	R	29.50	22.00 ₹	14.25
В	ribery	U	R	11.25	10.00	9.00
	Delraich	В	R	10.50	9.50	8.00
	Oust Bowl	L	R	15.00	10.50	7.80
1	vory Mask	W	R	11.25	8.50	5.80
J	hovall Queen	W	R	10.50	9.50	7.50
٨	/lisdirection	U	R	12.00	10.00	7.80
N	lether Spirit	В	R	15.75	10.00	8.80
F	Rushwood Elemental	G	R	10.50	8.50	6.80
5	Spontaneous Generation	G	R	10.00	8.50	6.80
8	Squee, Goblin Nabob	R	R.	20.00	16.50	11.50
T	hrashing Wumpus	В	R	15.75	10.00	8.80
T	wo-Headed Dragon	R	R	18.00	14.00	12.00
l	Inmask	В	R	12.75	9.50	8.00

Squee, Goblin Nabob Thrashing Wumpus Two-Headed Dragon Unmask	R B R B	R R	20.00 15.75 18.00 12.75	16.50 10.00 14.00 9.50	11.50 8.80 12.00 8.00
Arno NAME Aerial Caravan Afterlife Alabaster Wall Alley Griffers Ancestral Mask Armistice Arms Dealer Arnest Assembly Hall Ballista Squad Balloon Peddler Barped Wire Bargaining Table Battle Squadron	COL U W W B G W R W A A R R			3.00 0.80 0.25 0.25 0.25 3.00 1.00 0.60 3.00 0.60 3.00 0.25 0.25	2.80 0.50 0.10 0.10 0.10 0.50 0.50 0.50 0.5
Bifurcate Black Market Blaster Mage Blockade Runner Blood Hound Blood Oath Boa Constrictor Bog Smugglers Bog Witch Brainstorm Brawl	G B R U R G B B U R	RRCCRRUCCCR	3.50 4.00 0.25 0.25 3.00 3.50 1.00 0.25 0.25 0.25 4.00	3.00 3.00 0.25 0.25 3.00 3.00 0.60 0.25 0.25 0.25 3.50	3.00 2.90 0.10 0.10 2.80 3.00 0.50 0.10 0.20 2.80

ring					
Briar Patch	G	U	1.00	0.60	0.50
Bribery	U	R	6.30	5.50	5.00
Buoyancy Cackling Witch	B	C	1.00	0.25	0.10
Caller of the Hunt Cateran Brute	G	R	4.00 0.25	3.30 0.25	3.00 0.10
Cateran Enforcer	В	U	1.00	0.60	0.50
Cateran Kidnappers Cateran Overlord	B	U R	1.00	0.60 4.30	0.50 3.00
Cateran Persuader	В	C	0.25	0.25	0.10
Cateran Slaver Cateran Summons	B	R	4.30	3.30 0.60	3.00 0.50
Caustic Wasps	G	U	1.00	0.60	0.50
Cave Sense Cave-In	R	C R	0.25 4.30	0.25 3.80	0.10 3.00
Cavern Crawler	R	C	0.25	0.25	0.10
Ceremonial Guard Chambered Nautilus	R	C	1.00	0.25 0.60	0.10
Chameleon Spirit	U	U	1.00	0.60	0.50
Charisma Charm Peddler	W	R	5.00 0.25	4.50 0.25	3.60 0.10
Charmed Griffin Cho-Arrim Alchemist	W	U R	1.00	0.60 3.00	0.50 2.90
Cho-Arrim Bruiser	W	R	3.00	3.00	3.00
Cho-Arrim Legate Cho-Manno, Revolutionary	W	UR	1.00 4.30	0.60 4.00	0.50 3.60
Cho-Manno's Blessing	W	C	0.25	0.25	0.10
Cinder Elemental Clear the Land	R	U R	1.00	1.00 3.50	0.50 3.00
Close Quarters	R	U	1.00	0.60	0.50
Cloud Sprite Coastal Piracy	U	C	1.00	0.25	0.10
Collective Unconscious	G	R	5.00	4.70	3.80
Common Cause Conspiracy	W	R	3.30	3.00 3.50	2.40 3.00
Cornered Market	W	R	3.00	3.00	2.80
Corrupt Official Counterspell	B	R	3.00	3.00 0.25	2.60 0.20
Cowardice	U	R	4.30	3.00	3.00
Crackdown Crag Saurian	W	R R	3.00	3.00 3.00	3.00
Crash	R	С	0.25	0.25	0.10
Credit Voucher Crenellated Wall	A	U	1.00	0.60	0.50
Crooked Scales	Α	R	3.30 0.25	3.00	2.90
Crossbow Infantry Crumbling Sanctuary	W	C R	4.00	0.25 3.00	0.10 3.00
Customs Depot	U	U	1.00	0.60	0.50
Dark Ritual Darting Merfolk	Ü	C	0.25	0.25	0.10
Dawnstrider	G	R	5.00	4.50 0.25	3.50
Deadly Insect Deathgazer	В	U	1.00	0.60	0.10
Deepwood Drummer Deepwood Elder	G	CR	0.25 4.00	0.25 3.00	0.10 2.80
Deepwood Ghoul	В	С	0.25	0.25	0.10
Deepwood Legate Deepwood Tantiv	B G	U	1.00	0.60	0.50 0.50
Deepwood Wolverine	G	C	0.25	0.50 0.25	0.10
Dehydration Delraich	U B	C R	0.25 5.30	0.25 5.00	0.10 4.00
Desert Twister	G	U	1.00	0.60	0.50
Devout Witness Diplomatic Escort	W	C	1.00	0.25	0.10
Diplomatic Immunity	U	C	0.35	0.25	0.10
Disenchant Distorting Lens	W	R	0.25 4.50	0.25 3.90	0.10 3.00
Drake Hatchling	U	C	0.25	0.25	0.10 4.90
Dust Bowl Embargo	L	R	6.00 4.10	5.40 3.00	2.80
Energy Flux	U	U	1.00	0.60	0.50
Enslaved Horror Erithizon	G	U R	1.00 3.00	3.00	0.50 2.80
Extortion	B	R	4.00	3.30	2.80
Extravagant Spirit Eye of Ramos	Α	R	3.60	3.00	2.80 3.00
False Demise Ferocity	G	U	1.00	0.60 0.25	0.50 0.10
Flailing Manticore	R	R	3.00	3.00	2.90
Flailing Ogre Flailing Soldier	R	C	1.00	0.80 0.25	0.50 0.10
Flaming Sword	R	CCC	0.25	0.25	0.10
Food Chain Forced March	G	R R	3.30 4.00	3.00	2.90 3.00
Forest	L	L	0.10	0.10	0.10
Foster Fountain of Cho	G	R	3.30	3.00 1.00	2.80 0.50
Fountain Watch	W	R	5.00	4.00	3.40
Fresh Volunteers Furious Assault	W	C	0.25	0.25	0.10
Game Preserve	G	R	3.00	3.00	2.80
General's Regalia Gerrard's Irregulars	AR	R	3.00 0.25	3.00 0.25	2.80 0.10
Ghoul's Feast	В	U	1.00	0.60	0.50
Giant Caterpillar Glowing Anemone	G	C	1.00	0.25	0.10 0.50
Groundskeeper Gush	G	U	1.00	1.00	0.50 0.20
Hammer Mage	R	U	1.00	0.60	0.50
Haunted Crossroads Heart of Ramos	B	UR	1.00	0.90	0.50 2.90
Henge Guardian	A	U	1.00	0.60	0.50
Henge of Ramos Hickory Woodlot	L	C	1.00	1.00	0.50 0.10
High iviarket	L	R	4.60	3.50	3.00
High Seas Highway Robber	U B	C	1.00	0.60	0.50 0.10
Hired Giant	R	U	1.00	0.60	0.50
Honor the Fallen Hoodwink	W	R	5.00	4.00 0.25	2.90 0.10
cklists, see the S				36	

	-	-		_	
Horn of Plenty	A	R	3.00	3.00	2.80
Horn of Ramos	A	R	3.00	3.00	2.80
Horned Troll	G	C	0.25	0.25	0.10
Howling Wolf Hunted Wumpus	G	C	0.25	0.25	0.10
Ignoble Soldier	W	Ü	1.00	1.00 0.60	0.50
Indentured Djinn	Ü	Ŭ	1.00	0.80	0.50
Instigator	В	R	4.00	3.00	2.80
Insubordination	В	C	0.25	0.25	0.10
Intimidation	В	Ü	1.00	0.60	0.50
Invigorate	G	C	0.25	0.25	0.10
Inviolability Iron Lance	A	Ü	0.25	0.25	0.10
Island	Ĺ	Ĺ	0.10	0.10	0.50
Ivory Mask	W	R	5.50	4.00 ₹	3.80
Jeweled Torque	A	U	1.00	0.60	0.50
Jhovall Queen	W	R	5.30	4.00	3.80
Jhovall Rider	W	U	1.00	0.60	0.50
Karn's Touch	U	R	3.10 0.25	3.00	2.80
Kris Mage Kyren Archive	A	C	3.00	0.25 3.00	0.10 2.80
Kyren Glider	R	C	0.25	0.25	0.10
Kyren Legate	R	Ŭ	1.00	0.60	0.50
Kyren Negotiations	R	U	1.00		0.50
Kyren Sniper Kyren Toy	R	С	0.25	0.90	0.50 0.50 0.10
Kyren Toy	A	R	3.00	3.00	2.80
Land Grant	G	C	0.25	0.25	0.20
Lact Breath	B	U	1.00	0.60	0.50
Last Breath Lava Runner	R	R	1.00	0.60 3.00	0.50 3.00
Ley Line	G	Ü	1.00	0.60	0.50
Liability	В	Ř	4.00	3.30	2.80
Lightning Hounds	R	С	0.25	0.25	0.10
Lithophage	R	R	3.30	3.00	2.80
Lumbering Satyr	G	Ü	1.00	0.60	0.50
Lunge	R	C	1.00	0.25	0.10
Lure Maggot Therapy	В	C		0.50 0.25	0.50
Magistrate's Scepter	A	R	0.25 4.30	3.30	3.00
Magistrate's Veto	Ř	Ü	1.00	0.60	0.50
Megatherium	G	Ř	3.60	3.00	2.90
Mercadian Atlas	A	R	4.20	3.00	2.80
Mercadian Bazaar	L	U	1.00	1.00	0.50
Mercadian Lift	A	R	3.30	3.00	2.80
Mercadia's Downfall Midnight Ritual	R	U R	1.00	0.60 3.30	0.50 2.80
Misdirection	Ü	R	6.00	6.00	5.50
Misshapen Fiend	В		0.25	0.25	0.10
Misstep	Ū	C	0.25	0.25	0.10
Molting Harpy	В	U	1.00	0.60	0.50
Moment of Silence	W	С	0.25	0.25 3.30	0.10
Monkey Cage	A	R	4.50	3.30	3.00
Moonlit Wake	W	Ų	1.00	0.60	0.50
Mountain Muzzle	L	C	0.10	0.10	0.10
Natural Affinity	G	R	3.60	3.00	3.00
Nether Spirit	В	R	6.50	5.50	4.80
Nightwind Glider	W	C	0.25	5.50 0.25	0.10
Noble Purpose	W	U	1.00	0.90	0.50
Notorious Assassin	В	R	4.30	3.50	3.00
Ogre Taskmaster	R	U	1.00	0.50 0.25	0.50
Orim's Cure	W	C R	0.25	0.25	0.10
Overtaker Panacea	A	U	4.30 1.00	3.00 0.50	2.90 0.50
Pangosaur	G	R	4.00	3.50	2.80
Peat Bog	Ĺ	C	0.25	0.25	0.10
Pious Warrior	W	C	0.25	0.25	0.10
Plains	L	L	0.10	0.10	0.10
Port Inspector	U	C	0.25	0.25	0.10
Power Matrix	A	R	5.30	4.00	3.00
Pretender's Claim Primeval Shambler	В	Ü	1.00	0.60	0.50
Puffer Extract	A	Ü	1.00	0.60	0.50
Pulverize	R	R	3.10	3.00	2.80
Puppet's Verdict	R	R	3.10	3.00	2.80
Putrefaction	В	Ų	1.00	0.60	0.50
Quagmire Lamprey	В	U	1.00	0.60	0.50
	B	U	1.00	1.00	0.50
Ramosian Captain Ramosian Commander	W	U	1.00	0.60	0.50 0.50
Ramosian Lieutenant	W	C	0.25	0.25	0.10
Ramosian Rally	W		0.25	0.25	0.10
Ramosian Sergeant Ramosian Sky Marshal	W	C	0.25	0.25	0.20
Ramosian Sky Marshal	W	R	4.30	3.50	3.00
Rampart Crawler	В	CR	0.25	0.25	0.10
Rappelling Scouts	W	C	4.00	3.30 0.25	3.00 0.10
Remote Farm Renounce	W	Ü	1.00	0.80	0.10
Revered Elder	W	C	0.25	0.25	0.10
Reverent Mantra	W	R	4.00	3.80	3.00
Revive	G	U	1.00	0.80	0.50
Righteous Aura	W	U	1.00	0.50	0.50
Righteous Indignation	·W	U	1.00	0.60	0.50
Rishadan Airship Rishadan Brigand	U	R	3.30	0.25 3.00	0.10 2.90
Rishadan Cutpurse	Ü	C	0.25	0.25	0.10
Rishadan Footpad	Ü	Ü	1.00	0.60	0.50
Rishadan Pawnshop	A	R	3.30	3.00	2.90
Rishadan Port	L	R	12.00	10.00	9.00
Robber Fly	R	U	1.00	0.60	0.50
Rock Badger	R	U	1.00	0.60	0.50
Rouse Rushwood Dryad	B	C	0.25	0.25	0.10
Rushwood Dryad Rushwood Elemental	G	R	4.50	0.25 4.00	0.10 3.80
Rushwood Grove	L	Ü	1.00	0.90	0.50
Rushwood Herbalist	G	Č	0.25	0.25	0.10
Rushwood Legate	G	U	1.00	0.60	0.50
Saber Ants	G	U	1.00	0.90	0.50
Sacred Prey	G	C	0.25	0.25	0.10
Sailmonger	U	U	1.00		0.50
			1420	avai	labla

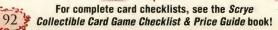
Sand Squid	U	R	3.00	3.00	2.8
Sandstone Needle	L	C	0.25	0.25	0.10
Saprazzan Bailiff	U	R	3.00	3.00	2.80
Saprazzan Breaker	U	U	1.00	0.60	0.50
Saprazzan Cove	L	U R	1.00	1.00	0.50
Saprazzan Heir Saprazzan Legate	Ü	U	1.00	3.00	2.90 0.50
Saprazzan Outrigger	Ü	C	0.25	0.00	0.50
Saprazzan Raider	Ü	C	0.25	0.25	0.10
Saprazzan Skerry	L	Č	0.25	0.25	0.10
Scandalmonger	В	Ŭ	1.00	0.60	0.50
Security Detail	W	R	3.30	3.00	2.8
Seismic Mage	R	R	4.30	3.00 ₹	3.0
Sever Soul	В	C	0.25	0.25	0.10
Shock Troops	R	C	0.25	0.25	0.10
Shoving Match	U	U	1.00	0.60	0.5
Silent Assassin	В	R	4.00	3.00 ▼	3.0
Silverglade Elemental	G	С	0.25	0.25	0.10
Silverglade Pathfinder Sizzle	G	U	1.00	0.90	0.50
Skulking Fugitive	В	C	0.25	0.25 0.25	0.10
Skull of Ramos	A	R	3.00	3.00	3.0
Snake Pit	G	Ü	1.00	0.80	0.5
Snorting Gahr	G	C	0.25	0.25	0.10
Snuff Out	В	C	0.25	0.25	0.10
Soothing Balm	W	C	0.25	0.25	0.10
Soothsaying	U	U	1.00	1.00	0.50
Soul Channeling	В	C	0.25	0.25	0.1
Specter's Wail	В	C	0.25	0.25	0.1
Spidersilk Armor	G	C	0.25	0.25	0.1
Spiritual Focus	W	R R	3.50	3.00	2.80
Spontaneous Generation Squall	G	C	5.00 0.25	4.50 0.25	3.3 0.1
Squallmonger	G	Ü	1.00	0.25	0.1
Squee, Goblin Nabob	R		10.00	8.00	8.00
Squeeze	Ü	R	3.30	3.00	2.80
Stamina	G	Ü	1.00	0.60	0.5
Statecraft	U	R	3.30	3.00	2.8
Steadfast Guard	W	C	0.25	0.25	0.2
Stinging Barrier	U	C	0.25	0.25	0.1
Stone Rain	R	C	0.25	0.25	0.10
Story Circle	W	U	1.60	1.00	0.50
Strongarm Thug	В	U	1.00	0.60	0.50
Subterranean Hangar	L	U	1.00	1.00	0.50
Sustenance	G	U	1.00	0.60	0.50
Swamp Task Force	W	C	0.10	0.10	0.10
Tectonic Break	R	R	4.30	3.00	3.0
Territorial Dispute	R	R	3.00	3.00	2.9
Thermal Glider	W	C	0.25	0.25	0.10
Thieves' Auction	R	R	3.30	3.00	2.9
Thrashing Wumpus	В	R	6.80	5.50 0.25	5.0
Thunderclap	R	C	0.25	0.25	0.10
Thwart	U	U	1.20	1.00	0.50
Tidal Bore	U	С	0.25	0.25	0.10
Tidal Kraken	U	R	5.30	4.00	3.0
Tiger Claws	G	C	0.25	0.25	0.10
Timid Drake	U	U	1.00	0.60	0.50
Tonic Peddler	W	U R	1.00	0.60	3.0
Tooth of Ramos Tower of the Magistrate	L	R	3.00	3.00	2.9
Toymaker	A	U	1.00	0.60	0.50
Trade Routes	Û	R	5.00	4.30	3.0
Tranquility	G	C	0.25	0.25	0.10
Trap Runner	W	U	1.00		0.50
Tremor	R	C	0.25	0.90 0.25	0.10
Two-Headed Dragon	R	R	8.00	6.50	6.0
Undertaker	В	C	0.25	0.25	0.10
Unmask	В	R	5.30	5.00	4.00
Unnatural Hunger	В	R	4.00	3.30	2.80
Uphill Battle Vendetta	B	C	1.00	0.60	0.50
Vendetta Venomous Breath	G	Ü	1.00	0.25	0.10
Venomous Dragonfly	G	C	0.25	0.25	0.10
Vernal Equinox	G	R	4.00	3.00	2.9
Vine Dryad	Ğ	R	5.30	4.00	3.8
Vine Trellis	G	C	0.25	0.25	0.10
Volcanic Wind	R	U	1.00	0.60	0.5
Wall of Distortion	В	С	0.25	0.25	0.10
War Cadence	R	U	1.00	0.90	0.5
War Tax	U	U	1.00	1.00	0.5
Warmonger	R	Ų	1.00	0.90	0.5
Warpath	R	Ŋ	1.00	0.60	0.5
Waterfront Bouncer	W	C	0.25 4.00	0.25 3.50	3.0
Wave of Reckoning Wild Jhovall	R	C	0.25	0.25	0.1
Wishmonger	W	Ü	1.00	0.60	0.5
Word of Blasting	R	Ü	1.00	0.50	0.5
Worry Beads	A	R	3.30	3.00	2.8
Total			90.20	492.80	419.2
			was an analysis of		





Nemesis Set (no foils)	173.00	93.00▲	85.00
Nemesis Foil Set	806.00	563.00▲	396.00
Nemesis Booster Box	102.00	90.00	75.00
Nemesis Pre-Constructed Deck Box	107.00	90.00	83.00
Nemesis Booster Pack	3.40	3.10	2.50
Nemesis Pre-Constructed Deck	10.50	10.00	9.00
Foil Rare	13.00	6.00	5.30
Foil Uncommon	5.50	2.80	1.30
Foil Common	2.10	1.00	0.60

OP FOIL CARDS	COL	RAR UPR	MED	LOW
scendant Evincar	В	R 15.00	12.00	8.30
Blinding Angel	W	R 17.25	13.25	10.25
or Haven	L	R 13.50	11.00	6.50





Lin Sivvi, Defiant Hero	W	R 15.00	14.25	10.75
Parallax Tide	U	R 13.75	10.00	8.00
Parallax Wave Rhox	W	R 15.00 R 14.25	11.50	10.00
Rising Waters	Ü	R 14.75	10.00	8.50 5.30
Rootwater Thief	U	R 14.25	11.00	8.50
Saproling Burst Skyshroud Poacher	G	R 15.00 R 14.25	13.50	10.50
Tangle Wire	A	R 14.75	11.00	10.00
Volrath the Fallen	В	R 14.25	10.00	8.50
CARD NAME	COL	RAR UPR	MED	LOW
Accumulated Knowledge	U	C 0.25	0.25	0.15
Aether Barrier Air Bladder	U	R 3.80 C 0.25	3.00 0.25	2.60 0.10
Ancient Hydra	R	U 1.00	0.50	0.50
Angelic Favor	W	U 0.90	0.50	0.50
Animate Land Arc Mage	G R	U 0.90 U 1.00	0.50	0.50 0.50
Ascendant Evincar	В	R 6.00	5.50	5.00
Avenger en-Dal	W	R 3.40	3.00	3.00
Battlefield Percher Belbe's Armor	A	U 0.90 U 0.90	0.50 0.50	0.50 0.50
Belbe's Percher	В	C 0.25	0.25	0.10
Belbe's Portal Blastoderm	A G	R 4.80	3.30	3.00 0.20
Blinding Angel	W.	R 6.80	6.00	5.00
Bola Warrior	R	C 0.25	0.25	0.10
Carrion Wall Chieftain en-Dal	B	U 0.90	0.50	0.50 0.50
Cloudskate	U	C 0.25	0.25	0.10
Coiling Woodworm Complex Automaton	G A	U 0.90 R 3.00	0.50 3.00	0.50 3.00
Dark Triumph	В	U 0.90	0.50	0.50
Daze	U	C 0.25	0.25	0.15
Death Pit Offering Defender en-Vec	B	R 5.00 C 0.25	5.00 0.25	3.30 0.10
Defiant Falcon	W	C 0.25	0.25	0.10
Defiant Vanguard Divining Witch	W	U 1.00 R 3.00	0.50 3.00	0.50 3.00
Dominate	U	U 1.00	0.80	0.50
Downhill Charge	R	C 0.25	0.25	0.10
Ensnare Eye of Yawgmoth	U	U 1.00 R 4.50	0.60 3.00	0.50 2.60
Fanatical Devotion	W	C 0.25	0.25	0.10
Flame Rift	R	C 0.25	0.25	0.10
Flint Golem Flowstone Armor	A	U 0.90 U 0.90	0.50 0.50	0.50 0.50
Flowstone Crusher	R	C 0.25	0.25	0.10
Flowstone Overseer Flowstone Slide	R	R 4.00 R 3.80	4.00	3.00
Flowstone Strike	R	C 0.25	0.25	0.10
Flowstone Surge	R	U ·1.00	0.60	0.50
Flowstone Thopter Flowstone Wall	AR	U 0.90 C 0.25	0.50 0.25	0.50 0.10
Fog Patch	G	C 0.25	0.25	0.10
Harvest Mage Infiltrate	G	C 0.25 C 0.25	0.25 0.25	0.10 0.10
Jolting Merfolk	Ü	U 1.00	0.50	0.50
Kill Switch	A	R 6.00	5.00	3.50
Kor Haven Laccolith Grunt	L R	R 5.00 C 0.25	4.00 0.25	3.00 0.10
Laccolith Rig	R	C 0.25	0.25	0.10
Laccolith Titan Laccolith Warrior	R	R 5.00	5.00	3.00 0.50
Laccolith Whelp	R	C 0.25	0.25	0.10
Lashknife	W	C 0.25 C 0.25	0.25 0.25 0.25	0.10
Lawbringer Lightbringer	W	C 0.25 C 0.25	0.25	0.10 0.10
Lin Sivvi, Defiant Hero	W	R 7.00	6.00	6.00
Mana Cache Massacre	R B	R 4.60 U 1.00	3.00	2.60 0.50
Mind Slash	В	U 1.00	0.80	0.50
Mind Swords	B	C 0.25 U 0.90	0.25	0.10
Mogg Alarm Mogg Salvage	R	U 0.90	0.50 0.50	0.50 0.50
Mogg Toady	R	C 0.25	0.25	0.10
Moggcatcher Mossdog	R	R 4.30 C 0.25	3.00 0.25	3.00 0.10
Murderous Betrayal	В	R 3.00	3.00	2.60
Nesting Wurm Netter en-Dal	G W	U 1.00 C 0.25	0.60 0.25	0.50
Noble Stand	W	U 1.00	0.25	0.10 0.50
Off Balance	W	C 0.25	0.25	0.10
Oracle's Attendants Oraxid	W	R 3.80 C 0.25	3.00 0.25	3.00 0.10
Overlaid Terrain	G	R 5.00	4.00	3.00
Pack Hunt Pale Moon	G	R 4.90 R 3.40	3.80	3.00 2.30
Parallax Dementia	В	C 0.25	0.25	0.10
Parallax Inhibitor	A	R 4.00	3.30	2.60
Parallax Nexus Parallax Tide	B	R 4.60 R 5.00	3.00 5.00	3.00 4.00
Parallax Wave	· W	R 6.80	5.00	5.00
Phyrexian Driver	В	C 0.25	0.25	0.10
Phyrexian Prowler Plague Witch	B	U 0.90 C 0.25	0.50 0.25	0.50 0.10
Predator, Flagship	A	R 5.00	4.00	3.60
Rackling Rathi Assassin	A B	U 1.00 R 5.00	0.50 4.00	0.50 3.60
Rathi Fiend	В	U 1.00	0.50	0.50
Rathi Intimidator	В	C 0.25	0.50	0.10
Rath's Edge Refreshing Rain	L G	R 5.00 U 1.00	4.00 0.60	3.00 0.50
Rejuvenation Chamber	A	U 0.90	0.50	0.50
Reverent Silence Rhox	G	C 0.25 R 5.80	0.25	0.10
Rising Waters	U	R 5.80 R 5.00	5.00 4.00 V	3.90 3.00
Rootwater Commando Rootwater Thief	U	C 0.25	0.25	0.10
	U	R 6.80	6.00	4.30
For compl	ete	card o	check	lists,

Rupture Rusting Golem	R	U	1.00	0.60 0.50	0.5
Saproling Burst	G	R	6.00	5.40	5.0
Saproling Cluster	G	R	5.00	4.00	3.5
Seahunter	U	R	3.80	3.00	3.0
Seal of Cleansing	W	C	0.25	0.25	0.1
Seal of Doom	В	C	0.25	0.25	0.1
Seal of Fire	R	C	0.25	0.25	0.2
Seal of Removal	U	C	0.25	0.25	0.1
Seal of Strength	G	C	0.25	0.25	0.1
Shrieking Mogg Silkenfist Fighter	W	C	4.00 0.25	0.25	3.0
Silkenfist Order	M	Ü	0.25		0.1
Siwi's Ruse	W	Ü	1.00	0.60	0.5
Siwi's Valor	W	R	3.00	2.80	2.1
Skyshroud Behemoth	G	R	4.80	3.80	3.0
Skyshroud Claim	G	C	0.25	0.25	0.1
Skyshroud Cutter	G	C	0.25	0.25	0.1
Skyshroud Poacher	G	R	5.50	3.00	3.0
Skyshroud Ridgeback	G	C	0.25	0.25	0.1
Skyshroud Sentinel	G	C	0.25	0.25	0.1
Sliptide Serpent	U	R	3.80		2.6
Sneaky Homunculus	U	C	0.25	0.25	0.1
Spineless Thug Spiritual Asylum	W	R	0.25 4.80	0.25	0.1 3.0
Spiteful Bully	B	C	0.25	0.25	0.1
Stampede Driver	G	Ü	1.00	0.60	0.5
Stronghold Biologist	Ũ	Ŭ	0.90	0.50	0.5
Stronghold Discipline	В	Č	0.25	0.25	0.1
Stronghold Gambit	R	R	3.80	3.00	3.0
Stronghold Machinist	U	U	0.90	0.50	0.5
Stronghold Zeppelin	U	U	0.90	0.50	0.5
Submerge	U	U	0.90	0.50	0.5
Tangle Wire	A	R	6.80	5.50	5.0
Terrain Generator	L	U	0.90	0.50	0.5
Topple Treetop Bracers	G	C	0.25	0.25	0.1
Trickster Mage	U	Č	0.25	0.25	0.1
Vicious Hunger	В	Č	0.25	0.25	0.1
Viselina	A	Ŭ	1.00	0.50	0.5
Voice of Truth	W	Ŭ	0.90	0.50	0.5
Volrath the Fallen	В	Ř	6.00	5.00	4.0
Wandering Eye	U	C	0.25	0.25	0.1
Wild Mammoth	G	U	0.90	0.50	0.5
Woodripper	G	U	1.00	0.50	0.5
Total		2	66.00	212.00	175.0
	****	20 10	7		A CONTRACTOR
TO TOUR	4	1		S	2





TOP FOIL CARDS	COL RAR UPR	MED	LOW
Foil Common	1.50	1.00	0.50
Foil Uncommon	4.30	2.80	1.80
Foil Rare	10.00	6.00	5.80
Booster Pack	3.50	3.30	3.00
Pre-Constructed Deck	10.25	10.00	9.80
Booster Box	106.00	90.00	86.00
Pre-Constructed Deck Box	105.00	90.00 🛦	82.00
Prophecy Foil Set		513.00 🛦	
Prophecy Set (no foils)	150.00	99.00	91.00

TOP FOIL CARDS	COL	RAF	UPR		MED		LOW
Avatar of Fury	R	R	13.00	Ī	10.00		9.50
Avatar of Hope	W	R	14.00	0	12.00		9.50
Avatar of Might	G	R	16.50		10.00	ı	9.50
Avatar of Will	U	R	13.50		10.00		9.50
Avatar of Woe	В	R	22.50		17.50		13.25
Greel, Mind Raker	В	R	12.50		10.00		6.00
Jolrael, Empress of Beasts	G		12.00		10.00		7.50
Mageta, the Lion	W	R	13.00		10.00		7.50
Rhystic Tutor	В		11.00	200	10.00		6.00
Vitalizing Wind	G	R	12.50		10.00	2	8.00
	-		-	-		-	_

Greel, Mind Raker Jolrael, Empress of Beasts Mageta, the Lion Rhystic Tutor Vitalizing Wind	B G W B G	R 12.50 R 12.00 R 13.00 R 11.00 R 12.50	10.00 10.00 10.00 10.00 10.00	6.00 7.50 7.50 6.00 8.00
CARD NAME Abolish Agent of Shauku Alexi, Zephyr Mage Alexi, Schyr Mage Alexis Cloak Aura Fracture Avatar of Hope Avatar of Hope Avatar of Will Avatar of Will Avatar of Will Barbed Field Blessed Wind Bog Ellemental Bog Gilider Branded Brawlers Brutal Suppression Calming Verse Celestial Convergence Chilling Apparition Chimeric Idol Citadel of Pain Coastal Hornclaw Coffin Puppets Copper-Leaf Angel Darba Death Charmer Denying Wind Despoil Devastate Diving Griffin Dual Nature Elephant Resurgence Entbringer's Revel Entangler Excavation	WB BRW GUBRR WGGBBWUBRR WGGBBWU		0.50 0.25 0.25 0.25 0.25 0.00 0.00 0.00	LOW 0.50 0.15 0.15 5.40 5.10 5.40 5.10 5.40 0.50 0.15 0.05 0.15 0

				1	Mag
Excise	W	С	0.25	0.25	0.15
Fault Riders	R	C	0.25	0.25	0.15
Fen Stalker Fickle Efreet	B	C R	0.25 3.00	0.25 3.00	0.15 2.60
Flameshot Flay	R	C	0.90 : 0.25	0.50 0.25	0.50 0.15
Flowering Field Foil	W	Ü	0.90	0.50	0.50
Forgotten Harvest	G	R	3.00	1.50 3.00	2.30
Glittering Lion Glittering Lynx	W	C N	0.90	0.50	0.50 0.15
Greel, Mind Raker Greel's Caress	B	R	6.00 0.25	4.00 0.25	3.00 0.15
Gulf Squid	U	C	0.25	0.25	0.15 0.15
Hazy Homunculus Heightened Awareness	U	C R	0.25 3.90	0.25 3.00	2.30
Hollow Warrior Infernal Genesis	AB	U R	0.90 4.90	0.50 3.30	0.50 2.30
Inflame Jeweled Spirit	R	C	0.25 4.00	0.25 4.00	0.15 2.60
Jolrael, Empress of Beasts	G	R	6.00	5.00	3.50
Jolrael's Favor Keldon Arsonist	G	C	0.25	0.25 0.50	0.15 0.50
Keldon Battlewagon Keldon Berserker	A	R	3.80 0.25	3.00 0.25	0.50 2.30 0.15
Keldon Firebombers	R	R	4.40 5.00	3.00	2.60
Latulla, Keldon Overseer Latulla's Orders	R	C	0.25	4.00 0.25	3.00 0.15
Lesser Gargadon Living Terrain	R	U	0.90	0.50	0.50 0.50
Mageta, the Lion Mageta's Boon	W	R	5.80 0.25	5.00	4.60 0.15
Mana Vapors	U	U	0.25	0.50 0.25	0.50
Marsh Boa Mercenary Informer	G W	CR	4.20	3.50	0.15 3.00
Mine Bearer Mirror Strike	W	C	0.25	0.25	0.15 0.50
Mungha Wurm Nakaya Shade	G		5.00	4.00 0.50	3.00 0.50
Noxious Field	В	U	0.90	0.50	0.50
Outbreak Overburden	B	U R	0.90 4.80	0.50 3.00	0.50 2.60
Panic Attack Pit Raptor	R B	C	0.25	0.25 0.50	0.15 0.50
Plague Fiend	B	C	0.25	0.25	0.15
Plague Wind Psychic Theft	Ū	R	5.00 3.00	5.00 3.00	4.00 2.30
Pygmy Razorback Quicksilver Wall	G	C	0.25	0.25 0.50	0.15 0.50
Rebel Informer Rethink	B	R	5.00 0.25	4.00 v 0.25	3.00 0.15
Reveille Squad	W	U	1.00	0.50	0.50
Rhystic Cave Rhystic Circle	W	C	0.90	0.50 0.25	0.50 0.15
Rhystic Deluge Rhystic Lightning	U R	C	0.25	0.25	0.15 0.15
Rhystic Scrying Rhystic Shield	W	U	1.00 0.25	0.50 0.25	0.50 0.15
Rhystic Study	U	C	0.25	0.25	0.15
Rhystic Syphon Rhystic Tutor	B	U R	0.90 5.00	0.50 4.50 ▼	0.50 3.00
Rib Cage Spider Ribbon Snake	G	C	0.25	0.25	0.15 0.15
Ridgeline Rager Root Cage	R	C	0.25	0.25	0.15 0.50
Samite Sanctuary	W	R	3.00	3.00	2.30
Scoria Cat Search for Survivors	R R	U R	0.90 3.00	0.50 3.00	0.50 2.30
Searing Wind Sheltering Prayers	R	R R	5.00 3.40	3.50 3.00	3.00 2.30
Shield Dancer Shrouded Serpent	W	U R	0.90 3.00	0.50 3.00	0.50
Silt Crawler	G	C	0.25	0.25	2.30
Snag Soul Charmer Soul Strings Spiketail Drake	G	C	0.90 0.25 0.25	0.50	0.50 0.15
Soul Strings Spiketail Drake	B	C	0.25	0.25	0.15 0.50
Spiketail Hatchling Spitting Spider	U		0.25	0.25 0.50	0.25 0.50
Spore Frog	G	C	0.25	0.25	0.25
Spur Grappler Squirrel Wrangler	R G	R	0.25 5.00	0.25 4.00	0.15 4.00
Steal Strength Stormwatch Eagle	B	C	0.25 0.25	0.25 0.25	0.15 0.15
Sunken Field	Ü	U	0.90	0.50	0.50
Sword Dancer Task Mage Assembly	R	R	0.90 3.50	0.50 3.00	0.50 2.30
Thresher Beast Thrive	G	C	0.25	0.25 0.25	0.15 0.15
Trenching Steed Troubled Healer	W	C	0.25	0.25 0.25	0.15 0.15
Troublesome Spirit	U	R	5.00	4.00 ▼	4.00
Verdant Field Veteran Brawlers	G	R	0.90 5.00 0.25	0.50 4.00	0.50 3.50
Vintara Elephant Vintara Snapper	G	C	0.25	0.25	0.15 0.50
Vitalizing Wind Wall of Vipers	G	R	0.90 5.80 0.90	4.50 0.50	3.60 0.50
Well of Discovery	A	R	3.80 0.90	3.00	3.00
Well of Life Whip Sergeant	A R	U	0.90	0.50 0.50	0.50
Whipstitched Zombie Wild Might	B	C	0.25	0.25	0.15 0.15
Windscouter	Ü	Ü	0.90	0.50	0.50
Wing Storm Wintermoon Mesa	L	R	4.00	0.50 3.30	0.50 2.10 0.25
Withdraw Zerapa Minotaur	R	C	0.25	0.25	0.15
Total		2	264.55	212.65	173.85
injuly. It's	s al	Jai	lahl	e now	from

INVASIO	7
	_



OD EAST CADDS	COL BAR HIPR	MER	1 AW
oli dolililloli ,	1.40	1.00	0.00
oil Common ,	1.40	1.00	0.90
oil Uncommon	4.20	3.00	2.40
oil Rare	11.00	7.50	4.50
looster Pack	3.70	3.30	3.00
re-Constructed Deck	11.00	10.00	9.20
ooster Box			
	120.00	95.00	89.00
re-Constructed Deck Box	121 00	100.00 4	85.00
nvasion Foil Set	610.00	510.00	495.00
nvasion Set	325.00		163.00
	3 3 3		- SHANNING CO.

TOP FOIL CARDS	COL	RAR UPR	MED	LOW
Absorb	D	R 25.00	20.00 ▼	20.00
Blazing Specter	D	R 18.00	14.00	11.00
Crosis, the Purger	D	R 16.00	12.00	12.00
Darigaaz, the Igniter	D	R 15.00	12.00	12.00
Devouring Strossus	В	R 12.75	10.50	8.00
Dromar, the Banisher	D	R 15.00	14.00 A	12.00
Elvish Champion	G	R 15.25	11.00	9.80
Kavu Titan	G	R 16.00	12.00	12.00
Obliterate	R	R 15.00	12.00	10.00
Pyre Zombie	D	R 15.00	12.00	8.00
Reya Dawnbringer	W	R 14.75	11.00	10.00
Rith, the Awakener	D	R 15.00	12.00	11.00
Rout	W	R 14.00	12.00	9.00
Skizzik	R	R 20.00	18.00 ▼	15.00
Teferi's Moat	D	R 12.00	10.50 A	8.00
Treva, the Renewer	D	R 14.00	12.00	12.00
Undermine	D	R 37.50	25.00	25.00
Urza's Rage	R	R 40.00	30.00	28.00
Utopia Tree	G	R 20.00	10.50 ▼	10.00
Verdeloth the Ancient	G	R 12.75	10.50	6.00
Void	D	R 15.00	13.00 ▼	12.00
-	-		-	-

Verdeloth the Ancient Void	G G D	R	20.00 12.75 15.00	10.50 V 10.50 13.00 V	10.00 6.00 12.00
CARD NAME	COL	RAR	UPR	MED	LOV
Absorb	D		12.25	10.50 7	10.00
Addle Æther Rift	B	U R	1.10	1.00	0.90
Aggressive Urge	G	C	0.25	0.25	0.20
Agonizing Demise	В	C	0.25	0.25	0.20
Alabaster Leech	W	R	3.00	3.00	1.00
Alloy Golem	A	U	1.00	0.80	0.50
Ancient Kavu Ancient Spring	Ľ	C	0.25	0.25 0.25	0.10
Andradite Leech	В	Ř	3.00	3.00	1.00
Angel of Mercy	W	U	1.00	1.00	0.70
Angelic Shield	D B	U	1.00	0.80	0.50
Annihilate Archaeological Dig	L	U	1.00	0.90	0.50
Ardent Soldier	W	Ç	0.25	0.25	0.20
Armadillo Cloak	D	C	0.60	0.40	0.25
Armored Guardian	D	R	3.00	3.00	1.00
Artifact Mutation Assault/Battery	D R/G	R U	4.00	3.00 ▼	2.00
Atalya, Samite Master	W	R	1.20 4.00	1.00 3.00	2.00
Aura Mutation	D	R	4.00	3.80 ▼	2.30
Aura Shards	D	U	1.10	1.00	0.70
Backlash	D	U	1.00	1.00	0.50
Barrin's Spite Barrin's Unmaking	D	R	4.00	3.00 0.25	2.00
Benalish Emissary	W	C	0.25 1.00	0.80	0.50
Benalish Heralds	W	Ŭ	1.00	0.80	0.50
Benalish Lancer	W	C	0.25	0.25	0.50
Benalish Trapper	W	C	0.25	0.25	0.20
Bend or Break Bind	G	R R	4.00 4.00	3.00	1.00
Blazing Specter	D	R	7.80	6.00 ▼	5.10
Blind Seer	U	R	4.00	3.00	2.00
Blinding Light	W	U	1.00	1.00	0.50 0.50 4.30 0.20
Bloodstone Cameo Blurred Mongoose	A	U R	1.00	1.00 5.00	4.20
Bog Initiate	В	C	0.25	0.25	0.20
Breaking Wave Breath of Darigaaz	U	Ř	4.00	3.00	2.00
Breath of Darigaaz	R	U	1.00	1.00	0.50
Callous Giant Canopy Surge	R	R	3.50	3.00	1.00
Capashen Unicorn	W	C	1.00 0.25	1.00	0.50
Captain Sisay	D	R	4.00	3.40 ▼	2.30
Cauldron Dance	D	U	1.00	0.80	0.50
Chaotic Strike	R	U	1.00	0.80	0.50
Charging Troll Chromatic Sphere	D A	U	1.00	1.00	0.90
Cinder Shade	D	Ü	1.00	1.00	0.60
Coalition Victory *	D	R	5.00	4.00	3.00
Coastal Tower	L	Ū	2.30	1.50	1.50
Collapsing Borders Collective Restraint	R	R R	3.50 5.00	3.00	2.00
Cremate	В		1.00	1.00	0.60
Crimson Acolyte	W	C	0.25	0.25	0.20
Crosis, the Purger	D	R	6.00	6.00	5.00
Crosis's Attendant Crown of Flames	A R	C	1.00	0.80	0.50
Crusading Knight	W	Ř	5.00	3.50 ▼	2.00
Crypt Angel	В	R	5.00	3.80 ▼	3.00
Crystal Spray	U	R	3.50	3.00	1.0
Cursed Flesh	B	C R	0.25 6.00	0.25 5.80 v	5.0
Darigaaz, the Igniter Darigaaz's Attendant	A	U	1.00	0.80	0.5
Death or Glory	Ŵ	R	4.00	3.00 ▼	2.0
Defiling Tears	В	U	1.00	0.80	0.5
Desperate Research	В	R	4.00	3.00	2.0
Devouring Strossus	B W	R	6.00 0.25	4.00 v 0.25	3.8 0.2
Dismantling Blow Disrupt	U	Ü	1.00	1.00	0.8
Distorting Wake	Ŭ	R	4.00	3.00	1.0

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!





Divine Presence	W	R	4.00	3.00	1.00
Do or Die	В	R	4.00	3.50▼	3.00
Drake-Skull Cameo	A	U	1.00	1.00	0.50
Dream Thrush	U	C	0.25	0.25	0.20
Dredge Dromar, the Banisher	B	U R	1.00 6.00	0.80 6.00	0.50 5.00
Dromar's Attendant	A	Ü	1.00	0.80	0.50
Dueling Grounds	D	Ř	4.00	4.00	2.00
Duskwalker	В	C	0.25	0.25	0.20
Elfhame Palace	L	U	2.00	1.50	1.40
Elfhame Sanctuary	G	U	1.00	1.00	0.70
Elvish Champion	G	R	6.40 4.00	5.00 3.00▼	4.10 2.00
Empress Galina Essence Leak	Ŭ	Ü	1.00	0.80	0.50
Exclude	Ŭ	C	0.25	0.25	0.50 0.25
Exotic Curse	В	Č	0.25	0.25	0.20
Explosive Growth	G	C	0.25	0.25	0.20
Fact or Fiction	U	Ū	4.00	3.00	2.00
Faerie Squadron	U G	C	0.25	0.25 0.25	0.20
Fertile Ground Fight or Flight	W	R	3.50	3.00	0.20 2.00
Firebrand Ranger	R	Ü	1.00	0.80	0.50
Fires of Yavimaya	D	Ŭ	2.00	1.40	1.00
Firescreamer	В	С	0.25	0.25	0.20
Forest (four versions)	L	C	0.10	0.10	0.10 0.20
Frenzied Tilling	D	C	0.25	0.25	0.20
Galina's Knight	D	C	0.25	0.25 0.25	0.20
Geothermal Crevice Ghitu Fire	R	R	5.00	4.50▼	3.30
Glimmering Angel	'W	C	0.25	0.25	0.20
Global Ruin	W	Ř	5.00	4.00	2.00
Goblin Spy	R	U	1.00	0.80	0.50
Goham Djinn	В	U	1.00	0.90	0.50
Halam Djinn	R	U R	1.00	0.90 3.00 V	0.50 2.00
Hanna, Ship's Navigator Harrow	G	C	4.00 0.25	0.25	0.20
Harsh Judgment	W	R	4.00	3.00▼	2.00
Hate Weaver	В	Ü	1.00	0.80	0.50
Heroes' Reunion	D	Ū	1.10	1.00	0.70
Holy Day	W	C	0.25	0.25	0.20
Hooded Kavu	R	C	0.25	0.25	0.20
Homed Cheetah	D	U	1.00	1.00	0.50
Hunting Kavu Hypnotic Cloud	В	C	0.25	0.00	0.20
Irrigation Ditch	L	Č	0.25	0.25	0.20
Island (four versions)	L	Ĺ	0.10	0.10	0.10
Jade Leech	G	R	4.00	3.00▼	2.00
Juntu Stakes	A	R R	4.00	3.00▼	1.00
Kangee, Aerie Keeper Kavu Aggressor	R	C	3.00 0.25	3.00 0.25	1.00
Kavu Chameleon	G	Ŭ	1.20	1.00	0.50
Kavu Climber	G	C	0.25	0.25	0.20
Kavu Lair	G	R	4.00	3.00	1.00
Kavu Monarch	R	R	4.00	4.00	2.00
Kavu Runner	R	U	1.00	0.80 0.25	0.50
Kavu Scout Kavu Titan	G	C R	7.00	6.00	5.00
Keldon Necropolis	L	R	4.00	3.00▼	1.00
Liberate	W	Ü	1.00	0.80	0.50
Lightning Dart	R	U	1.00	0.80	0.50 0.50 0.20
Llanowar Cavalry	G	C	0.25	0.25	0.20
Llanowar Elite	G	C	0.25	0.25	0.20
Llanowar Knight Llanowar Vanguard	G	C	0.25	0.25 0.25	0.20
Loafing Giant	R	R	4.00	3.00	1.00
Lobotomy	D	Ü	1.30	1.00	1.00
Lotus Guardian	A	R	3.00	3.00	1.00
Mages' Contest	R	R	4.00	3.00	2.00
Mana Maze	U	R	3.50	3.00	1.00
Maniacal Rage Manipulate Fate	R	C	1.00	0.25 0.80	0.20
Marauding Knight	В	R	5.00	3.00 ▼	2.00
Metathran Aerostat	ŭ	R	4.00	3.00	1.00
Metathran Transport	U	U	1.00	0.80	0.50
Metathran Zombie	U	C	0.25	0.25	0.20
Meteor Storm	D	R	4.00	4.00	2.00
Might Weaver Molimo, Maro-Sorcerer	G	U R	1.00 5.00	0.80 4.30▼	0.50 2.30
Mountain (four versions)	L	Ĺ	0.10	0.10	0.10
Mourning	В	С	0.25	0.25	0.20
Nightscape Apprentice	В	C	0.25	0.25	0.20
Nightscape Master	В	R	5.00	4.00	2.80
Noble Panther	D	R	4.50	3.00▼	3.00
	_				

Nomadic Elf Obliterate	G R	CR	0.25 6.00	0.25 5.00	0.20 4.30
Obsidian Acolyte	W	С	0.25	0.25	0.20
Opt	Ü	С	0.25	0.25	0.20
Ordered Migration Orim's Touch	D W	C	1.00	0.90 0.25	0.50 0.20
Overabundance	D	R	0.25 5.00	3.00▼	1.00
Overload	R	C	0.25	0.25	0.20
Pain/Suffering Phantasmal Terrain	B/R U	C	1.10	1.00 0.25	0.50 0.20
Phyrexian Altar	A	Ř	4.00	3.00	2.00
Phyrexian Battleflies	В	C	0.25	0.25	0.20
Phyrexian Delver Phyrexian Infiltrator	B	R R	3.00 4.00	3.00	1.00 2.00
Phyrexian Lens	A	R	4.00	3.00	2.00
Phyrexian Reaper	В	C	0.25	0.25	0.20
Phyrexian Slayer Pincer Spider	B	C	0.25 0.25	0.25	0.20 0.20
Plague Spitter	В	U	1.00	1.00	0.90
Plague Spores	D	C	0.25	0.25	0.10
Plains (four versions) Planar Portal	A	L R	0.10 5.00	0.10 4.00	0.10 3.00
Pledge of Loyalty	W	U	1.00	0.80	0.50
Pouncing Kavu	R	C	0.25	0.25	0.20
Power Armor Prison Barricade	A	C	1.00	0.80	0.50 0.20
Probe	U	C	0.25	0.25	0.20
Prohibit	U	C	0.25	0.25	0.20
Protective Sphere Psychic Battle	W	C R	0.25 3.00	0.25 3.00	0.20 1.00
Pulse of Llanowar	G	U	1.00	0.80	0.50
Pure Reflection	W	R	3.00	3.00	2.00
Pyre Zombie Quirion Elves	D G	R C	6.80 0.25	5.00 0.25	3.10 0.20
Quirion Sentinel	G	C	0.25	0.25	0.20
Quirion Trailblazer	G	C	0.25	0.25	0.20
Rage Weaver Raging Kavu	R	U R	1.00 5.00	0.80 4.00 ▼	0.50 3.00
Rainbow Crow	Ü	U	1.00	0.80	0.50
Rampant Elephant	W	C	0.25	0.25	0.20
Ravenous Rats Razorfoot Griffin	B W	C	0.25 0.25	0.25	0.20 0.20
Reckless Assault	D	Ř	4.00	3.00	1.00
Reckless Spite	В	Ũ	1.00	0.80	0.50
Recoil Recover	B	C	0.25	0.25	0.25 0.20
Repulse	Ŭ	Č	0.25	0.25	0.25
Restock	G	R	4.00	4.00	2.00
Restrain Reviving Dose	W	C	0.25	0.25 0.25	0.20 0.20
Reviving Vapors	D	Ŭ	1.00	0.90	0.50
Rewards of Diversity	W	U	1.00	0.80	0.50
Reya Dawnbringer Riptide Crab	W	R U	7.00 1.00	6.00 0.80	5.00 0.50
Rith's Attendant	A	Ü	1.00	0.80	0.50
Rith, the Awakener	D	R	6.80	6.00	5.00
Rogue Kavu Rooting Kavu	R	C	0.25 1.00	0.25	0.20 0.50
Rout	W	R	6.40	5.00	4.30
Ruby Leech	R	R	3.80	3.00	1.00
Ruham Djinn Sabertooth Nishoba	W	U R	1.00 5.00	0.80 4.00▼	0.50 3.00
Salt Marsh	L	U	2.00	1.40	1.00
Samite Archer	D	U	1.00	0.80	0.50
Samite Ministration Sapphire Leech	W	U R	1.00 3.80	0.80 3.00	0.50 1.00
Saproling Infestation	G	R	4.00	3.00▼	1.00
Saproling Symbiosis	G	R	5.00	4.00	2.00
Savage Offensive	R	C	0.25	0.25	0.20
Scarred Puma Scavenged Weaponry	В	C	0.25	0.25 0.25	0.20 0.20
Scorching Lava	R	Č	0.25	0.25	0.20
Scouting Trek	G	U	1.00	0.90	0.50
Searing Rays Seashell Cameo	R	U	1.00	0.80 1.00	0.50 0.50
Seer's Vision	D	U	1.00	0.80	0.50
Serpentine Kavu	G	C	0.25	0.25	0.20
Shackles Shimmering Wings	U	C	0.25	0.25 0.25	0.20 0.20
Shivan Emissary	R	U	1.00	0.80	0.50
Shivan Harvest Shivan Oasis	R	U	1.00	0.90 1.50	0.50 1.20
Shivan Uasis Shivan Zombie	D	C	0.25	0.25	0.20
Shoreline Raider	U	C	0.25	0.25	0.20
Simoon Skittish Kavu	D R	U	1.00	1.00	0.50 0.50
Skittish Kavu Skizzik	R	R	1.00	0.80 8.50▼	7.10
Sky Weaver	U	U	1.00	0.80	0.50
Sleeper's Robe	D	Ũ	1.00	1.00	0.80
Slimy Kavu Slinking Serpent	R	C	0.25 1.00	0.25 0.80	0.20 0.50
Smoldering Tar	D	U	1.10	1.00	0.50
Soul Burn	В	С	0.25	0.25	0.20
Sparring Golem Spinal Embrace	A	U R	1.00 4.00	0.80 3.00	0.50 2.00
Spirit of Resistance	W	R	3.00	3.00	2.00
Spirit Weaver	W	U	1.00	0.80	0.50
Spite/Malice Spreading Plague	U/B B	U R	1.10	1.00 3.00	0.70 2.00
Stalking Assassin	D	R	4.00	3.00	1.00
Stand or Fall	R	R	3.00	3.00	2.00
Stand/Deliver Sterling Grove	W/U	U	1.00	1.00	0.50 0.90
Stormscape Apprentice	U	С	0.25	0.25	0.20
Stormscape Master	U	R	5.00	3.00▼	2.00
Strength of Unity Stun	W	C	0.25	0.25 0.25	0.20 0.20
Sulam Djinn	G	U	1.00	0.80	0.50
Sulfur Vent	L W	C	0.25	0.25	0.20
Sunscape Apprentice			0.25	0.25	0.20

Constant Market	144	_	F 00	0.00	0.00
Sunscape Master	W	R	5.00	3.00	2.00 0.10
Swamp (four versions) Sway of Illusion	ŭ	Ū	1.00	0.10	0.10
Tainted Well	В	Č	0.25	0.25	0.50 0.20
Tangle	G	U	1.00	1.00	0.70
Tectonic Instability	R	R	4.00	3.00	1.00
Teferi's Care	W	U	1.00	0.80	0.50
Teferi's Moat	D	R	5.00	4.50▼	3.00
Teferi's Response Tek	A	R R	4.50 5.00	4.00	2.00
Temporal Distortion	· û	R	3.80	3.00	2.00
Thicket Elemental	G	R	5.00	3.00▼	2.00
Thornscape Apprentice	G	C	0.25	0.25	0.20
Thornscape Master	G	R	4.00	3.00▼	2.50 0.20
Thunderscape Apprentice	R	C	0.25	0.25	
Thunderscape Master	R	R	5.00	4.00	2.00
Tidal Visionary	U	C	0.25	0.25	0.20
Tigereye Cameo Tinder Farm	A	U	1.00	1.00 0.25	0.50 0.20
Tolarian Emissary	Ü	Ü	1.00	0.25	0.20
Tower Drake	ŭ	Č	0.25	0.25	0.20
Tranquility	G	C	0.25	0.25	0.20
Traveler's Cloak	U	C	0.25	0.25	0.20
Treefolk Healer	G	U	1.00	0.80	0.50
Trench Wurm	В	U	1.00	0.90	0.50
Treva, the Renewer	D	R	6.00	5.30▼	5.00
Treva's Attendant Tribal Flames	AR	C	1.00	0.80	0.50 0.20
Troll-Horn Cameo	A	Ü	1.00	0.25 1.00	0.20
Tsabo Tavoc	Ď	Ř	5.00	3.00	0.50 3.00
Tsabo's Assassin	В	R	4.30	3.00 V 3.00 V	2.00
Tsabo's Decree	В	R	5.00	4.00	3.00
Tsabo's Web	A	R	5.00	4.00	2.00
Turf Wound	R	C	0.25	0.25	0.20
Twilight's Call	B	R	5.00	4.00▼	3.50
Undermine Urborg Drake	D	U	15.00 1.00	12.00 0.80	10.00
Urborg Emissary	В	Ü	1.00	0.80	0.50
Urborg Phantom	В	Č	0.25	0.25	0.20
Urborg Shambler	В	U	1.00	0.80	0.50 0.20
Urborg Skeleton Urborg Volcano	В	C	0.25	0.25	0.20
Urborg Volcano	L	U	2.00	1.50	0.90
Urza's Filter	A	R	3.00	3.00	1.00
Urza's Rage Utopia Tree	R	R R	16.75	15.00 6.00	13.00 4.50
Verdeloth the Ancient	G	R	6.00	4.00♥	3.00
Verduran Emissary	Ğ	Ü	1.00	0.80	0.50
Viashino Grappler	R	Č	0.25	0.25	0.20
Vicious Kavu	0	U	1.00	0.80	0.50
Vigorous Charge	G	С	0.25	0.25	0.20
Vile Consumption	0	R	4.00	3.50▼	2.00
Vodalian Hypnotist	U	U	1.00	0.80	0.50 0.20
Vodalian Merchant	Ü	CCC	0.25	0.25 0.25	0.20
Vodalian Serpent Vodalian Zombie	D	C	0.25	0.25	0.10
Void	D	Ř	6.90	5.50▼	5.00
Voracious Cobra	D	U	1.00	0.80	0.50
Wallop	G	U	1.00	0.90	0.50
Wandering Stream	G	C	0.25	0.25	0.20
Wash Out Wax/Wane	G/W	U	1.50	1.10	1.00
Wayfaring Giant	W	U	1.30	1.00 0.80	0.90
Well-Laid Plans	Ü	R	3.50	3.00	2.00
Whip Silk	Ğ	C	0.25	0.25	0.20
Wings of Hope	D	C	0.25 0.25	0.25	0.20
Winnow	W	R	3.00	3.00	1.00
Worldly Counsel	U	C	0.25	0.25	0.20
Yavimaya Barbarian	D	C	0.25	0.25	0.20
Yavimaya Kavu	В	U R	1.00	0.80 5.00	0.50 4.00
Yawgmoth's Agenda Zanam Djinn	Ü	U	1.00	0.80	0.50
Zap	R	C	0.25	0.25	0.20
Total			679.45	562.75	374.80
	/		-	_	
				(@	
THE SHI	Ah			-	

COMPANY STATE OF THE STATE OF T			
PLOGRETT		43 Ca	ards
neshift Set neshift Foil Set e-Constructed Deck Box	185.00 699.00 105.00	90.00 595.00 96.00	70.0 450.0 79.0
neter Roy	106.00	93.004	85.0

			43 Ca	ards
Planeshift Set Planeshift Foil Set Pre-Constructed Deck Box Booster Box Pre-Constructed Deck Booster Pack Foil Rare Foil Uncommon Foil Common		185.00 699.00 105.00 106.00 10.50 3.50 10.00 3.00 1.00	90.00 595.00 96.00 A 93.00 A 10.00 3.30 6.00 2.50 1.00	70.00 450.00 79.00 85.00 8.00 3.00 5.00 2.00 0.80
TOP FOIL CARDS Doomsday Specter Draco Ertai, the Corrupted	D A D	RAR UPR R 17.00 R 13.00 R 10.00	15.00 12.00 9.00	10.00 6.00 6.00
Lord of the Undead Meddling Mage Meteor Crater Nemata, Grove Guardian	BDLG	R 12.00 R 24.25 R 10.00 R 10.00	8.00 18.00 8.00 10.00	8.00 15.00 6.00 8.00
Orim's Chant Phyrexian Scuta Planeswalker's Fury Questing Phelddagrif	W B R	R 18.00 R 18.00 R 10.75 R 10.00	16.50 A 15.00 8.00 8.00	8.50 12.00 6.00 6.00
Shivan Wurm Tahngarth, Talruum Hero	R	R 16.75 R 12.25	15.00 10.00	9.30 7.00
Allied Strategies Alpha Kavu Amphibious Kavu Ancient Spider Arctic Merfolk	U G G D	U 1.00 U 1.00 C 0.25 R 3.50 C 0.25	0.80 0.60 0.25 3.00 0.25	0.50 0.50 0.10 1.80 0.10

Aura Blast Aurora Griffin W C 0.25 0.25 0.10 Aurora Griffin W C 0.25 0.25 0.10 Caldera Kavu R C 0.25 0.25 0.10 Caldera Kavu R C 0.25 0.25 0.10 Caldera Kavu R C 0.25 0.25 0.10 Caldera Kavu D R C 0.25 0.25 0.10 Caldera Kavu D R C 0.25 0.25 0.10 Carbond U C 0.25 0.25 0.10 Confound U C 0.25 0.25 0.10 Confound U C 0.25 0.25 0.10 Crosis's Catacombs C U C 0.25 0.25 0.10 Darigaza's Caldera D U 1.00 0.80 0.50 Darigaza's Charm D D D Restructive How D R 4.30 3.00° 1.80 Darigaza's Ludgment D R 8.30 0.50° 1.30 Dromar's Cavern D U 1.00 0.00 0.80 Dromar's Cavern D U 1.00 0.00 0.70 Dromar's Cavern D U						
Aurora Griffin Bog Down Bog Down Bog Down Bog Down Bog Cover Bog Down Bog Cover Cadera Kavu Bog C 0.25 Caser Harby Cover Down Bog C 0.25 Caser Harby Cover Down Bog C 0.25 Caser	Aura Blast	W	С	0.25	0.25	0.10
Caldera Kauu	Aurora Griffin		C	0.25	0.25	0.10
Caver Arry D C 0.25 0.25 0.10			C	0.25	0.25	0.10
Cloud Cover				0.25		
Crosis's Catacombs	Cloud Cover		R	5.00	3.00	2.00
Crosis Charm						
Darigaza's Caldera						
Daring Leap Dark Suspicions Death Bomb Deadapult Death Bomb Destructive Row Distolic Intent Death Bomb Destructive Row Disciple of Kangee Dominaria's Judgment Doomsday Specter Draco Dralnu's Crusade Dralnu's C	Darigaaz's Caldera			1.30	0.90	0.50
Dark Suspicions B R 430 4,00 1.80 Deadapult R R A30 3,00 1.80 Death Bomb B C 0.25 0.25 0.10 Diabolic Intent B R 8,00 3,00 1.00 Disciple of Kangee W C 0.25 0.25 0.10 Dominaria's Judgment D R 8,30 6.50 3.00 Dralnu's Crusade D R 4.30 3.00 4.00 Dralmi's Pet U U 1.00 0.00 4.80 Dromar's Charm D U 1.00 0.50 4.00 Etafa's Tickery U U 1.00 0.80 5.00 Etafa's Tickery U U 1.00 0.80 5.00 Etafa's Tickery U U 1.00 0.80 5.00 Etafa's Timber G C 0.25 0.25 0.10 Esca					0.80	
Deadrapount	Dark Suspicions					
Destructive Flow Diabolic Intent B R 6,000 3,800 1,00 Diabolic Intent B R 6,000 3,800 1,00 Disciple of Kangee W C 0,25 0,25 0,10 Disciple of Kangee W C 0,25 0,25 0,10 Dominaria's Dudgment W R 4,30 3,00V 1,00 Domomady Specter D R 8,30 3,50V 1,00 Dralnu's Crusade D R 4,30 3,00V 1,00 Dralnu's Charm D U 1,00 0,70 Dromar's Cavern D U 1,00 0,70 Dromar's Cavern D U 1,00 0,00 0,50 Ertai, the Corrupted D R 5,30 3,50V 2,00 Escape Routes U C 0,25 0,25 0,10 Escriptic Disease B U 1,00 0,80 0,50 Escape Routes U C 0,25 0,25 0,10 Escape Routes U D 0,800 0,50 0,50 Escape Routes U D 0,800 0,50 0,50 Escape Routes U D 0,800 0,50	Deadapult		R	4.30	3.00▼	1.80
Diabolic Intent				0.25	0.25	
Disciple of Nangee W C 0.25 0.25 0.10						1.00
Doomsday Specter						0.10
Draco						
Dralnu's Crusade D R 4,300 3,300 1,80 Dralnu's Pete U R 4,600 4,000 1,80 Dromar's Cavern D U 1,000 0,70 Eladamri's Call B B 0,00 0,00 2,00 Erai's Trickery U U 1,00 0,80 0,50 Erai's Trickery U U 1,00 0,80 0,50 Escape Routes B U 1,00 0,80 0,50 Escape Routes B U 1,00 0,80 0,50 Falling Timber G C 0,25 0,25 0,10 Falling Timber G C 0,25 0,25 0,10 Fleatord Parther D U 1,00 0,90 0,50 Fleatord Parther D U 1,10 0,00 0,50 Fleator Parther D U 1,10 1,00 0,00 0,50						
Dralmix Pet U						
Dromar's Charm D	Dralnu's Pet	U		4.60		1.80
Eladamrifs Call				1.30		
Erais Trickery					4.00 🔻	
Ertai, the Corrupted Escape Routes Escape Ro				1.00	0.80	
Exotic Disease				5.30	3.50▼	2.00
Falling Timber Fametongue Kavu Re U 3.00 2.00 1.50 Fleetfoot Parther Forsaken City Gaea's Herald Ge R 5.30 3.00 1.80 Gaea's Herald Ge R 5.30 3.50 2.50 Gaea's Might Ge C 0.25 0.25 0.10 Gaes's Might Ge C 0.25 0.25 0.10 Gobin Game Re R 5.00 3.00 2.50 Glard Dogs Heroic Defiance Hobble Honorable Scout Hondel Kavu D C 0.25 0.25 0.10 Horned Kavu D C 0.25 0.25 0.10 Kavu Reduse Keldon Mantle Keldon Mantle Keldon Twilight D R 4.30 3.40 1.00 Lashkrife Barrier W U 1.00 0.80 0.50 Magngt Carrier Magnigoth Treefolk March of Souls March of Souls March Grocodile Mirronwood Treefolk Mirronwood	Escape Houtes Evotic Disease		C	1.00	0.25	
Flametongue Kavu					0.35	
Forsaken City	Flametongue Kavu		U	3.00	2.00	1.50
Gaea's Might G R S 30 350 V 200 Gaea's Might G C 0.25 0.25 0.10 Gariarsay U U 1.10 1.00 0.70 Goblin Game R R 8.00 3.00 2.56 Guard Dogs W U 1.00 0.80 A 0.50 Herbic Defiance W C 0.25 0.25 0.10 Homed Kavu D C 0.25 0.25 0.10 Homed Kavu D C 0.25 0.25 0.10 Hull Breach Hu C 0.25 0.25 0.20 Hunting Drake H C 0.25 0.25 0.10 Implode R C 0.25 0.25 0.10 Keldon Mantle R C 0.25 0.25 0.10 Keldon Martle R C 0.25 0.25 0.10 Keldon Martle						
Gaelas Might G C 0.25 0.25 0.10 Gainsay U U 1.10 1.00 0.70 Gerrard's Command R R 5.50 3.00 2.50 Guard Dogs W U 1.00 0.80 2.50 Horbic Defiance W C 0.25 0.25 0.10 Horbide W C 0.25 0.25 0.10 Horned Kavu D C 0.25 0.25 0.10 Hurling Drake D C 0.25 0.25 0.10 Hurling Drake D C 0.25 0.25 0.10 Hurling Drake D C 0.25 0.25 0.10 Kavu Reduse R C 0.25 0.25 0.10 Keldon Mantle R C 0.25 0.25 0.10 Keldon Twilight B R 5.50 5.00 3.00 Lava Zombie B <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
Gainsay Gainsay Gerrard's Command Goblin Game Gerrard's Command Goblin Game Guard Dogs Heroic Deflance Horbible Horoic Deflance Horbible Honorable Scout Homed Kavu Honorable Scout Hull Breach Hull Breach Hull Breach Hull Breach Hull Breach Hull Green Hull Green Hull Breach Hull Green Hull Green Hill Green H						
Goblin Game Guard Dogs Heroic Defiance Hobble Hororable Scout Hobble W C 0.25 0.25 0.10 Horned Kavu Hororable Scout Hornerable Scout Magna Burst Magna Burst Magna Burst Magna Burst Magna Burst Magna Burst Magna Garbier Be C 0.25 0.25 0.10 Magna Carrier Be C 0.25 0.25 0.10 Magna Carrier Be C 0.25 0.25 0.10 Magna Carrier Be C 0.25 0.25 0.10 Magna Gurst Magna Burst Magna Gurst Magna Burst R C 0.25 0.25 0.10 Magna Cylix March of Souls March	Gainsay					0.70
Guard Dogs						
Heroic Defiance W						
Honorable Scout	Heroic Defiance	W		0.25	0.25	0.10
Horned Kavu			C	0.25	0.25	0.10
Hull Breach Hunting Drake U. C. 0.25 0.25 0.20 0.25 0.10 Implode R. U. 1.00 0.80			C		0.25	0.10
Hunting Drake U C 0.25 0.25 0.10 Implode R U 1.00 0.80			Č			
Insidence	Hunting Drake		C	0.25	0.25	0.10
Kavu Reduse R C 0.25 0.25 0.10 Keldon Mantle R C 0.25 0.25 0.10 Keldon Twilight D R 4.30 3.40V 1.00 Lava Zombie D C 0.25 0.25 0.10 Lava Zombie D C 0.25 0.25 0.10 Magna Burst B C 0.25 0.25 0.10 Magnigoth Trefolk G R 5.00 4.00 1.00 Malicious Advice A U 1.00 0.90 0.50 March of Souls W A U 1.00 0.90 0.50 Medding Mage D R 8.50 7.50V 6.00 Metero Crater B C 0.25 0.25 0.10 Mirrowood Treefolk G U 1.00 0.80 0.50 Mogg Saltiler R U 1.00 0.80 0.50						
Keldon Martile R C C 0.25 0.25 0.10 Keldon Twilight D R 43.0 3.40 1.00 Keldon Twilight D R 43.0 3.40 1.00 Lava Zombile D C 0.25 0.25 0.10 Lord of the Undead B R 5.50 0.00 3.00 Magna Burst R C 0.25 0.25 0.10 Malicious Advice D C 0.25 0.25 0.10 March of Souls W R 4.30 3.00 1.00 March of Souls W R 4.30 3.00 1.00 Meteor Crater L R 4.30 3.50 1.00 Mire Kavu R C 0.25 0.25 0.10 Morgue Toad B C 0.25 0.25 0.10 Morgue Toad B C 0.25 0.25 0.10 <t< td=""><td></td><td></td><td>C</td><td></td><td></td><td></td></t<>			C			
Lashkrife Barrier W U 1.00 .80A 0.50 Lava Zombie D C 0.25 0.25 0.10 Lord of the Undead B R 5.50 5.00 3.00 Maggra Burst R C 0.25 0.25 0.10 Magnia Burst R C 0.25 0.25 0.10 Malicious Advice D C 0.25 0.25 0.10 Mana Cylix A U 1.00 0.90 0.50 March of Souls W R 4.30 3.00 1.00 Metor Crater L R 8.50 7.50 6.00 Meteor Crater L R 4.30 3.00 1.00 Mirrowood Treefolk G U 1.00 0.80 0.50 Mogg Sentry R R 4.30 3.00 1.00 Morgue Toad B U 1.00 0.80 0.50 Muttral Emergen		R	Č	0.25		0.10
Lava Zombie D C 0,25 0,25 0,10						
Lord of the Undead Maggot Carrier Maggot Carrier Magna Burst Magnigoth Treefolk Magnigoth Treefolk Malicious Advice Malicious Advice March of Souls Meddining Mage DR 8.50 7.50V 6.00 Mire Kavu Mirorwood Treefolk Mogg Jalier RD U 1.00 0.80 0.50 Mogg Sentry RR 4.30 3.00 1.00 Morgue Toad RD U 1.00 0.80 0.50 Mogg Sentry RR 4.30 3.00 1.80 Morgue Toad Multanis Harmony Multaris Harmony Rdural Emerence DR 8.50 7.50V 8.00 Nightscape Battlemage RD 1.00 0.80 0.50 Mire Kavu Mightscape Battlemage RD 1.00 0.80 0.50 Nightscape Battlemage RD 1.00 0.80 0.50 Night				1.00	0.804	0.50
Magma Burst R C 0.25 0.25 0.10 Magnigoth Trefolk B R 5.00 4.00 1.00 Mana Cylik A U 1.00 0.90 0.50 March of Souls W R 4.30 3.00 1.00 March of Souls W R 4.30 3.50 1.00 Meddling Mage D R 8.50 7.50 6.00 Meteor Crater L R 4.30 3.50 1.00 Mire Kavu R C 0.25 0.25 0.10 Morgue Toad R G U 1.00 0.80 0.50 Morgue Toad B C 0.25 0.25 0.10 1.80 Morgue Toad B C 0.25 0.25 0.10 1.80 Morgue Teard B C 0.25 0.25 0.10 1.80 Morgue Teard B C 0.25 0.25			R	5.50	5.00	
Magnigoth Trefolk G R S 00 4,00 1,00 Malicious Advice D C 0,25 0,25 0,25 0,25 0,10 March Of Souls W R 4,30 3,00 1,00 0,00 0,50 Medding Mage D R 8,50 7,50 6,00 Meteor Crater L R 4,30 3,00 1,00 Mirrowood Treefolk G U 1,00 0,80 0,50 Mogg Sentry R R 4,30 3,00 1,00 Morgue Toad B U 1,00 0,80 0,50 Morgue Toad B U 1,00 0,80 0,50 Multani's Harmony B R 4,30 3,00 1,80 Multani's Harmony B B U 1,00 0,80 0,50 Natural Emergence B B U 1,00 0,80 0,50 Mightscape Fam			C	0.25	0.25	0.10
Malicious Advice D C Q.25 0.25 0.10 Mana Cylix A U 1.00 0.90 0.50 March of Souls W R 4.30 3.00 1.00 March Crocollie D U 1.00 0.80 0.50 Mededling Mage B R 6.0 2.25 0.25 0.10 Mire Kavu R C 0.25 0.25 0.10 0.80 0.50 Mogg Jalier R U 1.00 0.80 0.50 0.80 0.50 Morgue Toad R E U 1.00 0.80 0.50 Morgue Toad B C 0.25 0.25 0.10 0.80 0.50 Multanis' Harmony B C 0.25 0.25 0.10 0.80 0.50 Mentata, Grove Guardian B C 0.25 0.25 0.25 0.25 0.10 0.80 0.50 0.50 0.50		R			0.25	
Mana Cylix						
March of Souls W R A30 3.00 1.00 Marsh Crocodile D U 1,00 .80 0.50 Medeor Crater L R 430 3.50* 1.00 Mire Kavu R C 0,25 0.25 0.10 Mirrowood Treefolk G U 1,00 0.80 0.50 Mogg Saleir R U 1,00 0.60 0.50 Mogg Sentry R R 4,30 3.00 1.80 Morgue Toad B C 0,25 0.25 0.10 Multani's Harmony R R 4,30 3.00 1.00 Multani's Harmony B C 0,25 0.25 0.10 Multani's Harmony B C 0,25 0.25 0.10 Mightscape Familiar B C 0,25 0.25 0.10 Noxious Vapors B U 1,00 0.80 0.50 Phyrexian Bloodstock B R 9,00 6.00 5.00 Phyrexian Scuta B R 9,00 6.00 6.00 Phyrexian Swalker's Favor R 8,50 7.00* 6.00 Planeswalker's Mirchief R 8,50 3.0	Mana Cylix					
Medding Mage D R 8,50 7,50	March of Souls					
Meteor Örater L. R. 430 3,50 v. 1.00 Mirer Kavu R. C. 0.25 0,25 0,25 0,10 Mirrorwood Treefolk G. U. 1.00 0,80 0,50 0.50 Mogg Jallier R. U. 1.00 0,60 0,50 0.50 0.50 Mogg Sentry R. R. 430 3,00 1,80 0.50 0.50 Morgue Toad B. C. 0.25 0,25 0,10 0.80 0,50 0.50 Multani's Harmony D. R. 4,60 3,40 v. 1,80 1.80 0.80 0,50 Memata, Grove Guardian Nightscape Battlemage Nightscape Familiar Noxious Vapors B. U. 1,00 0,80 0,50 0.80 0,50 Nightscape Familiar Noxious Vapors B. U. 1,00 0,80 0,50 0.80 0,50 0.50 Phyrexian Bloodstock Phyrexian Bloodstock Phyrexian Scuta Phyrexian Tyranny B. C. 0,25 0,25 0,10 0.00 0,00 0,00 6.00 Phyrexian Tyranny Planes walker's Favor Planeswalker's Favor Planeswalker's Mischief Planeswalker's Mischief Planeswalker's Mischief Planeswalker's Mischief Planeswalker's Mirchief Planeswalker's Scorn Pollen Remety W. R. 3,50 0,280 v.10 1.00 1.80 1.280 v.10 1.2				1.00		
Mirrorwood Treefolk G U 1.00 0.80 0.50	Meteor Crater				3.50▼	1.00
Mogg Jailer	Mire Kavu	R	С	0.25	0.25	0.10
Mogig Sentry						
Morigue Toad	Mong Sentry			4.30		
Natural Emergencé D. R. 4,60 3,40	Morgue Toad	В	C	0.25	0.25	0.10
Nemata, Grove Guardian G R 5,30 4,80 V 2,00	Multani's Harmony					
Nightscape Bartliemage	Natural Emergence					
Mightscape Familiar B						
Orim's Chart W R 8.50 7.00V 6.00 Phyrexian Bloodstock B C 0.25 0.25 0.10 Phyrexian Scuta B R 9.00 6.00V 6.00 Phyrexian Tyranny D R 5.00 3.50V 1.80 Planar Overlay Q R 3.00 1.00 Planeswalker's Favor R A 3.00 1.00 Planeswalker's Mirschief R R 5.00 3.00 1.80 Planeswalker's Mirschief R A 3.00 1.00 Planeswalker's Mirschief R A 3.00 1.00 Planeswalker's Mirschief R A 3.00 1.80 Planeswalker's Mirschief R A 3.00 2.80 1.00 Planeswalker's Mirschief R A 3.00 2.80 1.00 Planeswalker's Scorn B R 4.30 2.80 1.00 Poffmal Growth G </td <td>Nightscape Familiar</td> <td></td> <td></td> <td>0.30</td> <td>0.25</td> <td>0.20</td>	Nightscape Familiar			0.30	0.25	0.20
Phyrexian Bloodstock B C 0.25 0.25 0.10	Noxious Vapors				0.80	
Privesian Scuta				0.25		
Planar Overlay U R 4.30 3.00 1.00	Phyrexian Scuta		R	9.00		6.00
Planeswalker's Fury R R 5.00 3.00 1.80 Planeswalker's Mirth W R 3.50 2.80	Phyrexian Tyranny			5.00		
Planeswalker's Fury R R 5.00 3.00 1.80 Planeswalker's Mirth W R 3.50 2.80				4.30		
Planeswalker's Mischief U R 4 30 280 V 1.00				5.00	3.00	1.80
Panteswalers Scut Subsect Subs				3.50		
Pollen Remedy W C 0.25 0.25 0.10 Primal Growth G C 0.25 0.25 0.10 Pygmy Kavu C C 0.25 0.25 0.10 Oursing Phelddagrif D R 5.00 3.50V 2.00 Quirion Explorer G C 0.25 0.25 0.10 Radiant Kavu D R 4.60 3.00V 1.00 Razing Snidd D U 1.00 0.80 0.50 Rith's Charm D U 1.00 0.80 0.50 Rot Greevil G C 0.25 0.25 0.10 Rost Greevil W R 3.50 3.00 1.00 Samite Elder W R 3.50 3.00 1.00 Samite Pilgrim W C 0.25 0.25 0.10 Savatooth Loon D U 1.00 0.80 0.50 Saridd				4.30		
Primal Growth G C 0.25 0.25 0.10 Pygmy Kavu G C 0.25 0.25 0.25 0.10 Ouesting Pheldagrif Ouirion Dryad G R 5.10 4.50 2.5 0.25 0.10 Quirion Explorer G R 5.10 4.50 2.25 0.25 0.10 Quirion Explorer G C 0.25 0.25 0.25 0.10 Radiant Kavu D R 4.60 3.00 1.00 Razing Snidd D U 1.00 0.80 0.50 Rith's Grove L U 1.10 0.90 0.80 0.50 Rith's Grove L U 1.10 0.90 0.50 Root Greevil G C 0.25 0.25 0.25 0.10 Rushing River U C 0.25 0.25 0.25 0.10 Samite Elder W R 3.50 3.00 0.80 0.50 Samid Wirm D U 1.00 0.80 0.60 Sea Snidd U C 0.25 0.25 0.10 Shifting Sky U U 1.00 0.80 0.80 0.50 Shirek of Dread B C 0.25 0.25 0.10 Sinjeer Drake D C 0.25 0.25 0.10 Sinjester Strength B C 0.25 0.25 0.25 0.10 Skyshroud Blessing B U 1.00 0.80 0.50						
Quésting Phelidagrif D R 5.00 3.50Y 2.00 Quirion Dryad G R 5.10 4.50Y 2.99 Quirion Explorer G C 2.25 0.25 0.10 Radiant Kavu D R 4.60 3.00Y 1.00 Razing Snidd D U 1.00 0.80 0.50 Rith's Grove L U 1.10 0.90 0.50 Rushing River U C 0.25 0.25 0.10 Rushing River W C 0.25 0.25 0.10 Samite Elder W R 3.50 3.00 1.00 Savnotoh Loon D U 1.00 0.80 0.50 Sas Snidd U U 1.00 0.80 0.50 Shiriting Sky U U 1.00 0.80 0.50 Shiriker Orbread B C 0.25 0.25 0.10 Sinyer Drake<						
Quirion Dryad G R 5.10 4.50 Y 2.90 Quirion Explorer G C 0.25 0.25 0.25 0.25 0.25 0.25 0.21 1.00 Radiam Kavu D U 1.00 0.80 0.50 0.80 0.50 Rith's Charm D U 1.00 0.80 0.50 Rith's Grove L U 1.10 0.90 0.50 Rot Greevil G C 0.25 0.25 0.25 0.10 Samite Elder W R 3.50 3.00 1.00 Samite Pilgrim W C 0.25 0.25 0.10 Sawfooth Loon D U 1.00 0.80 0.50 Sairide Bider U U 1.00 0.80 0.50 Sairide Wur U U 0.25 0.25 0.10 Saaride Elder W R 3.50 3.00 1.00 Sa	Pygmy Kavu		C		0.25	
Radiant Kavu				5.00	4.50 V	
Radiant Kavu			C	0.25	0.25	
Rith's Charm D U 1.00 0.80 0.50 Rith's Grove L U 1.10 0.90 0.50 Rith's Grove L U 1.10 0.90 0.50 Rushing River U C 0.25 0.25 0.10 Samite Pilgrim W C 0.25 0.25 0.10 Savototh Loon D U 1.00 0.80 0.50 Sea Snidd U C 0.25 0.25 0.25 0.10 Shirtiing Sky U U 1.00 0.80 0.50 Shirike Murm D R 8.00 6.80 6.00 Shirjee Drade B C 0.25 0.25 0.10 Sinjester Strength R C 0.25 0.25 0.10 Skyshroud Blessing G U 1.00 0.80 0.50 Slay B U 1.00 0.80 0.50	Radiant Kavu		R		3.00▼	
Rith's Grove L U 1,10 0,90 0.50 Root Greevil G C 0.25 0.25 0.10 Rushing River U C 0.25 0.25 0.10 Samite Elder W R 3.50 3.00 1.00 Samite Pilgrim W C 0.25 0.25 0.10 Sawtooth Loon D U 1.00 0.80 0.50 Sea Snidd U C 0.25 0.25 0.10 Shifting Sky U U U 0.00 0.80 0.50 Shivan Wurm D R 8.00 6.80 6.00 Shiver Drake D C 0.25 0.25 0.10 Singe R C 0.25 0.25 0.10 Skyship Weatherlight A R 4.30 3.30 V 1.00 Skyshroud Blessing B U 1.00 0.80 0.50	Razing Snidd					
Root Greevil G C 0.25 0.25 0.10 Rushing River U C 0.25 0.25 0.25 0.10 Samite Elder W R 3.50 3.00 1.00 Samte Pilgrim W C 0.25 0.25 0.10 Savdooth Loon D U 0.080 0.80 0.50 Sea Snidd U C 0.25 0.25 0.10 Shiting Sky U U 1.00 0.80 0.50 Shirlar Wurm D R 8.0 0.25 0.25 0.10 Sinyer Drake D C 0.25 0.25 0.10 Singe R C 0.25 0.25 0.10 Sixysh Ingenuity B C 0.25 0.25 0.10 Skyshroud Blessing B U 1.00 0.80 0.50				1.10	0.90	
Samite Elder W R 3.50 3.00 1.00 Sawtooth Loon D U 1.00 0.804 0.50 Sawtooth Loon D U 0.025 0.25 0.10 Sea Snidd U C 0.25 0.25 0.10 Shifting Sky U U U 0.00 0.80 0.50 Shirian Wurm D R 8.00 6.80 6.00 Shiver Drake D C 0.25 0.25 0.10 Singe R C 0.25 0.25 0.10 Singster Strength B C 0.25 0.25 0.10 Skyshin Weatherlight A R 4.30 3.30* 1.80 Skyshroud Blessing B U 1.00 0.80 0.50	Root Greevil	G	C	0.25	0.25	0.10
Samite Pilgrim						
Savtooth Loon D U 1.00 .80A 0.50 Sea Snidd U C 0.25 0.25 0.10 Shifting Sky U U U 0.00 0.80 0.50 Shirke Murm D R 8.00 6.80 6.00 Shirke Dread B C 0.25 0.25 0.10 Singe R C 0.25 0.25 0.10 Sinister Strangth B C 0.25 0.25 0.10 Skyshingenuity U C 0.25 0.25 0.10 Skyshroud Blessing G U 1.00 0.80 0.50 Slay B U 1.00 0.80 0.50						
Sea Snidd U C 0.25 0.25 0.10 Shifting Sky U U 0.00 0.80 0.50 Shitan Wurm D R 8.00 6.80 6.00 Shiver Drake D C 0.25 0.25 0.10 Singer R C 0.25 0.25 0.10 Sinsister Strength B C 0.25 0.25 0.10 Skyship Weatherlight A R 4.30 3.30Y 1.80 Skyshroud Blessing B U 1.00 0.80a 0.50 Slay B U 1.00 0.80a 0.50						
Shifting Sky	Sea Snidd	U	C	0.25	0.25	0.10
Shriek of Dread 8	Shifting Sky					
Silver Drake D C 0.25 0.25 0.10						
Singe R C 0.25 0.25 0.10 Sisary's Ingenuity B C 0.25 0.25 0.10 Skyship Weatherlight A R 4.30 3.30V 1.80 Skyshroud Blessing B U 1.00 0.80A 0.50 Slay B U 1.00 0.80 0.50	Silver Drake	D	C	0.25	0.25	0.10
Sisay's Ingenuity						
Skyship Weatherlight A R 4.30 3.30▼ 1.80 Skyshroud Blessing G U 1.00 0.80 A 0.50 Slay B U 1.00 0.80 0.50			C	0.25		
Skyshroud Blessing G U 1.00 0.80A 0.50 Slay B U 1.00 0.80 0.50	Skyship Weatherlight	A	R	4.30		
	Skyshroud Blessing			1.00	0.80	0.50
	Slay					



Sleeping Potion	U	С	0.25	0.25	0.10
Slingshot Goblin	R	C	0.25	0.25	0.10
Sparkcaster	D	U	1.00	0.80	0.50
Star Compass	A	U	1.00	0.80	0.50
Steel Leaf Paladin	D	C	0.25	0.25	0.10
Stone Kavu	G	C	0.25	0.25	0.10
Stormscape Battlemage	U	U	1.00	0.80	0.50
Stormscape Familiar	U	C	0.25	0.25	0.10
Strafe	R	U	1.00	0.80	0.50
Stratadon	A	U	1.00	0.80	0.50
Sunken Hope	U	R	4.30	3.00	1.80
Sunscape Battlemage	W	U	1.00	0.80	0.50
Sunscape Familiar	W	C	0.25	0.25	0.10
Surprise Deployment	W	U	1.00	0.80	0.50
Tahngarth, Talruum Hero	R	R	6.00	4.50 ▼	2.00
Terminal Moraine	L	U	1.00	0.80	0.50
Terminate	D	C	0.50	0.25	0.20
Thornscape Battlemage	G	U	1.00	0.90	0.50
Thornscape Familiar	G	C	0.25	0.25	0.10
Thunderscape Battlemag	e R	U	1.00	0.80	0.50
Thunderscape Familiar	R	C	0.25	0.25	0.10
Treva's Charm	D	U	1.00	0.80	0.50
Treva's Ruins	L	U	1.30	0.90	0.50
Urza's Guilt	D	R	4.30	3.50▼	2.00
Voice of All	W	U	1.50	1.10▼	1.00
Volcano Imp	В	C	0.25	0.25	0.10
Warped Devotion	В	U	1.00	1.00	0.70
Waterspout Elemental	U	R	4.30	3.50▼	1.80
Total		2	86.45	221.05	124.60
Maria Daniel	20042071002-000	24300.0	on Consum		





Apocalypse Set	147.00	107.00	92.00
Apocalypse Foil Set	750.00	548.00 4	473.00
Pre-Constructed Deck Box	93.00	85.00	78.00
Booster Box	97.00	87.00 4	79.00
Pre-Constructed Deck	10.75	10.00	10.00
Booster Pack	3.30	3.10	2.60
Foil Rare	7.00	6.00	5.00
Foil Uncommon	3.00	2.00	1.00
Foil Common	1.00	0.90	0.50

TUP FUIL CARDS	COL RAR UP	R MED	LOW
Battlefield Forge	L R 13.0	0 11.00	8.00
Caves of Koilos	L R 17.2	5 15.00	9.80
Death Grasp	D R 12.0	0 10.00 4	6.00
Desolation Angel	B R 15.0	0 13.00 V	8.00
Lightning Angel	D R 15.0	0 13.50 🛦	10.25
Llanowar Wastes	L R 15.0	0 15.00	13.50
Mystic Snake	D R 17.2	5 15.00 ▲	10.00
Pernicious Deed	D R 20.0	0 18.00	16.50
Phyrexian Arena	B R 13.0	0 10.00	9.00
Prophetic Bolt	D R 13.0	0 12.004	9.00
Shivan Reef	L R 15.0	0 13.50	12.00
Spectral Lynx	W R 15.0	0 12.00 🛦	10.00
Spiritmonger	D R 25.0		18.00
Vindicate	D R 25.0		21.00
Yavimaya Coast	L R 15.0	0 15.00	12.00

Yavimaya Coast	L	R	15.00	15.00	12.00
CARD NAME	COL	RAR	UPR	MED	LOW
Æther Mutation	D	U	1.00	0.90	0.50
Ana Disciple	G	C	0.25	0.25	0.10
Ana Sanctuary	G	U	0.80	0.50	0.50
Anavolver	G	R	4.00	3.00▼	3.00
Angelfire Crusader	W	C	0.25	0.25	0.10
Battlefield Forge	L	R	6.80	6.00	5.00
Bloodfire Colossus	R	R	5.00	3.00 ▼	3.00
Bloodfire Dwarf	R	С	0.25	0.25	0.10
Bloodfire Infusion	R	C	0.25	0.25	0.10
Bloodfire Kavu	R	U	1.00	0.50	0.50
Bog Gnarr	G	C	0.25	0.25	0.10
Brass Herald	A	U	1.00		0.50
Captain's Maneuver	D	Ū	1.00	0.60	0.50
Caves of Koilos	L	R	6.80	5.80▼	5.00
Ceta Disciple	U	C	0.25		0.10
Ceta Sanctuary	Ü	U	0.80	0.50	0.50
Cetavolver	U	R	4.00	3.00	2.00
Chaos/Order Coalition Flag	R/W	U	1.10	0.50	0.50
Coalition Honor Guard	W	Ü	0.80		0.50
Coastal Drake	U	C	0.25	0.25	0.10
Consume Strength	D	C	0.25	0.25	0.10
Cromat	0	R	4.00	0.25 3.00 V	0.10
Day/Night	W/B	U	1.10	0.60	3.00 0.50
Dead Ringers	B B	C	0.25	0.00	
Death Grasp	Ď	R	7.00	5.30	0.10 3.90
Death Mutation	D	Ü	0.80	0.50	0.50
Death/Life	B/G	Ü	1.10	0.60	0.50
Dega Disciple	W	C	0.25	0.25	0.10
Dega Sanctuary	W	Ü	1.00	0.60	0.10
Dega Sanctuary Degavolver	W	R	4.00		3.00
	B	R	7.00	3.00▼	
Desolation Angel Desolation Giant	R	R		5.80♥ 3.00	5.00
	W	U	5.40		2.00
Diversionary Tactics Divine Light	W	C	0.25	0.50	0.50
	A	Ü			0.10
Dodecapod Dragon Amb	A	U	1.00	0.90	0.50
Dragon Arch Dwarven Landslide	R	C	1.30	1.00	0.90
Dwarven Patrol	R	Ü	0.25	0.25	0.10
Ebony Treefolk	0	U	1.00	0.50	0.50
Emblazoned Golem	A	U	1.00	0.60	0.50
Enlistment Officer	W	U	0.80		
Evasive Action	Ü	Ü	1.00	0.50	0.50
False Dawn	W	R	4.00	3.00	1.00
Fervent Charge	D	R	4.00	3.00	2.00
Fire/Ice	R/U	Ü	1.60		0.90
Flowstone Charger	D	U	0.80	0.50	0.50
Foul Presence	В	Ü	0.80	0.50	0.50
TOULT TOOGTION	D	U	0.00	0.00	0.50

A STATE OF THE STA	2000			(
Zombie Boa Total	В	C	0.25	0.25 230.45	0.10 175,20
Yavimaya's Embrace	D	R	5.00	3.00♥	2.00
Wild Research Yavimaya Coast	R L	R R	4.50 7.00	4.00 6.50	3.00 6.00
Whirlpool Warrior	Ü	R	4.00	3.00	2.00
Whirlpool Rider	U	C	0.80	0.50	0.50 0.10
Vodalian Mystic Whirlpool Drake	U	U	0.80	0.50	0.50
Vindicate	D	R	11.00	10.00	0.10 9.00
Urborg Elf Urborg Uprising	G B	C	0.25 0.25	0.25 0.25	0.10
Unnatural Selection	U	R	4.00	3.00	0.10 2.00
Tranquil Path Tundra Kavu	G R	C	0.25	0.25 0.25	0.50 0.10 0.10
Tidal Courier	U	U	0.80	0.25 0.50 0.25	0.50
Tahngarth's Glare Temporal Spring	R	C	0.25 0.25	0.25	0.10 0.10
Symbiotic Deployment	G	R	0.80 4.00	3.00	2.00
Suppress Sylvan Messenger	B	U	0.80	0.50 0.50	0.50 0.50
Suffocating Blast	D	R	5.00	4.50♥	2.30
Standard Bearer Strength of Night	W	C	0.25	0.25 0.25	0.10 0.10
Squee's Revenge	D	U	0.80	0.50	0.50
Spiritmonger Squee's Embrace	D	R	12.00	10.00	10.00
Spectral Lynx	W	R	6.40	5.50 ₹	5.00
Soul Link	D	C	0.25	0.25	0.10
Shivan Reef Smash	L R	R	6.90 0.25	6.00 0.25	5.20 0.10
Shimmering Mirage	U	C	0.25	0.25	0.10
Savage Gorilla Shield of Duty and Reason	G	C	0.25	0.25	0.10
Reef Shaman	U	00000	0.25	0.25 0.25 0.25	0.10 0.10 0.10
Razorfin Hunter	D		0.25	0.25	0.10
Raka Sanctuary Rakavolver	R	U R	1.00	0.60 4.00	0.50 2.00
Raka Disciple	R	C	0.25	0.25	0.10 0.10 0.50
Quagmire Druid Quicksilver Dagger	B	CCC	0.25	0.25 0.25	0.10
Putrid Warrior	D	C	0.25	0.25	0.10
Powerstone Minefield Prophetic Bolt	D	R R	4.00 6.00	3.00 5.00▼	2.00 4.00
Planar Despair	В	R	4.00	3.00	2.00
Phyrexian Rager	В	C	0.25	0.25	0.10
Phyrexian Arena Phyrexian Gargantua	B	R	6.60	5.00▼ 0.50	3.00 0.50
Pernicious Deed	D	R	9.00	8.00	7.00
Penumbra Kavu Penumbra Wurm	G G	U R	1.00 4.50	0.80 4.00	0.50 3.00
Penumbra Bobcat	G	C	0.25	0.25	0.10
Overgrown Estate	D	R	4.00	3.00	2.00
Necravolver Orim's Thunder	B	R	4.00 0.25	3.00 ▼ 0.25	2.50 0.10
Necra Sanctuary	В	U	1.00	0.60	0.50
Mystic Snake Necra Disciple	В	C	6.90 0.25	6.00 0.25	0.10 5.30 0.10
Mournful Zombie Mystic Snake	B	C R	0.25	0.25	0.10
Minotaur Illusionist Minotaur Tactician Mournful Zombie	R	C	0.25	0.25	0.50 0.10
Minotaur Illusionist	D	C	1.00	0.25	0.10 0.50
Mask of Intolerance Mind Extraction	A B	R	4.00	3.00	2.00
Martyrs' Tomb	D	U	1.00	0.60	0.50
Llanowar Wastes Manacles of Decay	W	R	6.80 0.25	6.00 0.25	5.00 0.10
Llanowar Dead	D	CCD	0.25	0.25	0.10
Living Airship	U		0.25	5.30 V 0.25	0.10
Legacy Weapon Lightning Angel	A	R R.	4.00 6.80	3.00▼	2.00 4.30
Lay of the Land	G	C	0.25	0.25	0.10
Last Caress Last Stand	B	C R	0.25 3.00	0.25 3.00	0.10 2.00
Kavu Mauler	G	R	4.30	3.00	2.00
Kavu Glider Kavu Howler	R G	C	0.25	0.25 0.50	0.10
Jungle Barrier	D	U	1.00	0.90	0.50
Jaded Response Jilt	U	C	0.25 0.25	0.60 0.25 0.25 0.25	0.10 0.10
Index	U	C	0.25	0.25	0.10
Illusion/Reality	U/G	U	1.00	0.50	0.50 0.50
lce Cave Illuminate	U R	R	4.00	3.00	1.00
Helionaut	W	C	0.25	0.50 0.25	0.50 0.10
Guided Passage Haunted Angel	D	R	4.00	3.00 0.50	2.00 0.50
Grave Defiler	В	U	1.00	0.50	0.50
Goblin Trenches	D	R	1.00 5.00	4.00 ♥	2.00
Goblin Legionnaire Goblin Ringleader	D R	C	0.25	0.25 0.60	0.10 0.50
Glade Gnarr	G	C	0.25	0.25	0.10
Gerrard Capashen Gerrard's Verdict	W	R	6.00	4.00 1.00	3.00 0.90
Gaea's Skyfolk	10	С	0.25	0.25	0.10
Fungal Shambler Gaea's Balance	G	U	1.00	3.00 0.50	0.50
Funnal Shambler	D	R	4.00	3.00	2.00

	17,000		and the same of the same of
Odyssey Set (no foils)	199.00	195.00	175.00
Odyssey Foil Set	1,498.00 1,	223.00▲	913.00
Odyssey Booster Box	95.00	87.50	83.75
Odyssey Pre-Constructed Deck	Box 94.50	87.50▲	77.50
Odyssey Booster Pack	3.30	3.30	3.00
Odyssey Pre-Constructed Deck	10.00	10.00	10.00
Foil Rare	6.00	6.00	5.00
Foil Uncommon	3.00	2.00	1.00
Foil Common	1.00	1.00	0.50

Braids, Cabal Minion	В	R	15.00	12.00	10.00
Call of the Herd	G		50.00	40.00	30.00
Devoted Caretaker	W		12.00	10.00	8.00
Divert	U		12.00	12.00	8.00
Divine Sacrament Entomb	W	R R	15.00 12.00	12.00 10.00	7.50 6.00
Haunting Echoes	В		23.00	20.00 🛦	13.50
Iridescent Angel	0	R	20.00	15.00	12.00
Kamahl, Pit Fighter	R G		13.50	10.50	8.50
Krosan Beast Mirari	A		10.00	10.00	7.00 10.00
Mystic Enforcer	D		25.00	15.50	11.00
Shadowmage Infiltrator	D	R	37.50	29.00	12.00
Spellbane Centaur	G		12.00	10.00	7.00
Traumatize Upheaval	U		24.00	11.50 18.00	7.00 9.00
Vampiric Dragon	Ď		15.00	12.00	7.80
CARD NAME	COL		UPR	MED	LOW
Abandoned Outpost Aboshan, Cephalid Emperor	L	CR	0.25 4.80	0.25 3.80	0.10 3.00
Aboshan's Desire	Ü	C	0.25	0.25	0.10
Acceptable Losses	R	C	0.25	0.20	0.10
Aegis of Honor	W	R	6.90	4.30	3.30
Aether Burst Afflict	U B	C	0.25	0.25	0.10 0.10
Amugaba	Ŭ	R	4.50	3.00	3.00
Anarchist	R	C	0.25	0.25	0.10
Ancestral Tribute	W	R	4.10 0.25	3.00	3.00
Angelic Wall Animal Boneyard	W	C	1.00	0.25 1.00	0.10
Ashen Firebeast	R	R	7.00	3.10▼	0.50 2.30
Atogatog	D	R	4.80	3.30	3.00
Aura Graft	U	U	1.00	1.00	0.60
Auramancer Aven Archer	W	C	1.00	0.25 0.50	0.10 0.50
Aven Cloudchaser	W	C	0.25	0.25	0.50
Aven Fisher	Ü	Č	0.25	0.25	0.10
Aven Flock	W	C	0.25	0.25	0.10
Aven Shrine Aven Smokeweaver	W	R	3.80	3.00	2.30 0.50
Aven Windreader	Ü	C	0.25	0.25	0.30
Balancing Act	W	Ř	4.00	4.00	3.30
Balshan Beguiler	U	U	1.00	0.80	0.50
Balshan Griffin	U	U	1.00	0.50	0.50
Barnboozle Barbarian Lunatic	R	C	1.00	0.80 0.25	0.50 0.10
Barbarian Ring	Ĺ	Ŭ	1.30	1.00	0.80
Bash to Bits	R	U	1.00	0.50	0.50
Battle of Wits	U	R	3.00	3.00	3.00
Battle Strain Bearscape	R G	U R	1.00 4.80	0.80 4.00	0.50 3.60
Beast Attack	G	Ü	1.00	1.00	1.00
Beloved Chaplain	W	U	1.30	1.00	1.00
Blazing Salvo	R	C	0.25	0.25	0.10
Blessed Orator Bloodcurdler	W	U R	1.00	0.60 3.00	0.50 2.30
Bog Wreckage	L	C	0.25	0.25	0.10
Bomb Squad	R	R	5.40	3.30	3.00
Braids, Cabal Minion	B	R	7.00	6.00	5.10
Buried Alive Burning Sands	R	U R	1.20 4.80	1.00 3.30	0.80 2.30
Cabal Inquisitor	В	C	0.25	0.25	0.10
Cabal Patriarch	В	R	5.50	4.00	3.30
Cabal Pit Cabal Shrine	B	U R	1.00	0.60	0.50 2.30 14.75
Call of the Herd	G	R	3.80 17.50	3.00 15.00	14 75
Cantivore	W	R	4.00	3.10▼	3.00
Careful Study	U	C	0.25	0.25	0.15
Cartographer	G	C R	0.25	0.25	0.10 3.00
Catalyst Stone Caustic Tar	B	U	5.00	3.80	0.60
Cease-Fire	W	C	0.25	0.25	0.10
Centaur Garden	L	Ü	1.00	0.90	0.50
Cephalid Broker Cephalid Coliseum	U	U	1.00	0.90	0.50
Cephalid Looter	L	C	1.50	1.00 0.25	0.50
Cephalid Retainer	U	R	3.80	3.00	0.10 2.30
Cephalid Scout	U	C	0.25	0.25	0.10
Cephalid Shrine	U R	R C	3.80		2.30
Chainflinger Chamber of Manipulation	Ü	Ü	0.25 1.00	0.25	0.10 0.50
Chance Encounter	R	R	3.00		2.30
Charmed Pendant	A	R	3.00	3.00	3.00
Chatter of the Squirrel Childhood Horror	G B	C	1.00	0.25	0.10 0.50
Chlorophant	G	Ř	4.80	3.90	3.00
Coffin Purge	В	C	0.25	0.25	0.10
Cognivore	U	R	4.80	3.10▼	3.00
Concentrate Confessor	W	C	1.30	1.00	0.60 0.10
Crashing Centaur	G	U	1.00	0.60	0.50
Crypt Creeper	В	C	0.25	0.25	0.10
Crystal Quarry	L	R	4.80	4.00	3.80
Cultural Exchange Cursed Monstrosity	В	R	4.60 3.40	3.00▼	3.00 2.30
Darkwater Catacombs	L	R	5.40	4.30	4.00
Darkwater Egg	Α	U	1.00	0.80	0.50
Decaying Soil	B	R R	3.90 4.00	3.10	2.30 2.30
Decimate Decompose	В	U	1.00	0.90	0.50
Dedicated Martyr	W	C	0.25	0.25	0.10
Deep Reconnaissance	G	U	1.00	0.50	0.50
Delaying Shield Deluge	W	R	4.80 1.00	4.00 0.60	0.50
Dematerialize	U	C	0.25	0.25	0.10
Demolish	R	U	1.00	0.80	0.50
Demoralize	R	C	0.25	0.25	0.10

COL RAR UPR MED LOW

TOP FOIL CARDS

Deserted Temple	L	R	5.00	4.80 ▲	4.00
Devoted Caretaker	W	R	6.00	5.80 🛦	4.60
Diabolic Tutor	В	Ü	1.90	1.30	1.00
Diligent Farmhand	G	C	0.25	0.25	0.10
Dirty Wererat	В	Č	0.25	0.25	0.10
Divert	Ü	Ř	6.00	5.80	5.00
Divine Sacrament	W	R	7.40	5.30	4.60
Dogged Hunter	W	R	4.00	3.30	2.30
Dreamwinder	U	C	0.25	0.25	0.10
Druid Lyrist	G	Č	0.25	0.25	0.10
Druid's Call	G	Ŭ	1.00	1.00	0.60
Dusk Imp	В		0.25	0.25	0.10
Dwarven Grunt	R	C	0.25	0.25	0.10
Dwarven Recruiter	R	U	1.00	0.80	0.50
	R	R	3.90	3.30	2.30
Dwarven Shrine Dwarven Strike Force	R	U	1.00	0.60	0.50
Eamest Fellowship	W	R	4.80	3.30	2.30
Earth Rift	R	C	0.25	0.25	0.10
Elephant Ambush	G	C	0.25	0.25	0.10
Ember Beast	R	C	0.25	0.25	0.10
Embolden	W	C	0.25	0.25	0.10
Engulfing Flames	R	Ü	1.00	0.80	0.50
Entomb	В	Ř	5.80	5.00	4.30
Epicenter	R	R	5.00	5.00	3.30
Escape Artist	Ü	C	0.25	0.25	0.10
Execute	В	Ü	1.00	1.00	0.60
Extract	Ü	Ř	6.80	5.00	3.30
Face of Fear	В	Ü	1.00	0.60	0.50
Famished Ghoul	В	Ü	1.00	0.50	0.50
Fervent Denial	Ü	Ŭ	1.00	1.00	0.50
Filthy Cur	В	C	0.25	0.25	0.10
Firebolt	R	Č	0.25	0.25	0.20
Flame Burst	R	Č	0.25	0.25	0.10
Fledgling Imp	В	C	0.25	0.25	0.10
Forest (four versions)	L	L	0.23	0.23	0.10
Frenetic Oare	R	Ū	1.00	0.60	0.10
Frightcrawler	В	C	0.25	0.00	0.10
Gallantry	W	Ü	1.00	0.60	0.50
Chaetly Demice	В				
Ghastly Demise Gorilla Titan	G	C	0.25 1.00	0.25 0.60	0.10
Graceful Antelope	W	R	3.80	3.00	2.30
	В	C	0.25		
Gravedigger Gravestorm	В	R	5.80	0.25 5.00	0.10
	G	R			3.30
Ground Seal			4.80	3.30 0.25	3.00
Halberdier	R	C	0.25		0.10
Hallowed Healer	W	C	0.25	0.25	0.10
Haunting Echoes	В	R	11.50	10.00	8.00
Hint of Insanity	В	R	3.80	3.00	2.30
Holistic Wisdom	G	R	5.00	4.30	3.60
Howling Gale	G	U	1.00	0.50	0.50
Immobilizing Ink	U	C	0.25	0.25	0.10
Impulsive Maneuvers	R	R	3.40	3.00	1.50
Infected Vermin	В	U	1.00	0.80	0.50
Innocent Blood	В	C	0.25	0.25	0.20
Iridescent Angel	D	R	10.00	10.00	8.00
Island (four versions)	L	L	0.10	0.10	0.10
Ivy Elemental	G	R	6.30 4.00	3.30 3.30	3.00
Junk Golem	Α	R	4.00		2.30
Kamahl, Pit Fighter Kamahl's Desire	R	R	7.00	5.00 ▼	5.00
Kamahl's Desire	R	С	0.25	0.25	0.10
Karmic Justice	W	R	4.80	3.30	2.30
Kirtar's Desire	W	C	0.25	0.25	0.10
Kirtar's Wrath	W	R	7.50	5.00	4.00
Krosan Archer	G	C	0.25	0.25	0.10
Krosan Avenger	G	C	0.25	0.25	0.10
Krosan Beast	G	R	5.00	5.00	4.30
Laquatus's Creativity	U	U	1.00	0.60	0.50
Last Rites	В	C	0.25	0.25	0.10
Lava Blister	R	U	1.00	0.80	0.50
Leaf Dancer	G	C	0.25	0.25	0.10
Lieutenant Kirtar	W	R	5.50	4.00	3.30
Life Burst	W	C	0.25	0.25	0.10
Limestone Golem	A	Ŭ	1.00	0.60	0.50
Liquid Fire	R	Ŭ	1.00	1.00	0.50
Lithatog	D	Ŭ	1.00	0.60	0.50
Luminous Guardian	W	Ŭ	1.00	0.60	0.50
Mad Dog	R	C	0.25	0.25	0.10
Magma Vein	R	Ŭ	1.00	0.60	0.50
Magnivore	Ř	R	4.00	3.30	3.00
Malevolent Awakening	В	U	1.00	0.80	0.50
Master Apothecary	W	R	4.60	3.10	0.50 3.00
Metamorphic Wurm	G	Ü	1.00	0.90	0.60
Millikin	A	Ŭ	1.00	0.80	0.50
Mind Burst	В	C	0.25	0.25	0.10
Mindslicer	В		5.00	4.50▼	4.00
Mine Layer	R	R	4.80	3.30	3.00
Minotaur Explorer	R	Ü	1.00	1.00	0.50
Mirani	A	Ř	9.60	8.00	6.50
Molten Influence	R	R	5.80	4.30	3.30
Moment's Peace	G		0.25	0.25	0.10
Morbid Hunger	В	C	0.25	0.25	0.10
Morgue Theft	В	CCC	0.25	0.25	0.10
Mortivore	В	R	5.80	4.30	4.00
Mossfire Egg	A	Ü	1.00	0.80	0.50
Mossfire Valley	Ĺ	R	4.80	4.00	4.00
Mountain (four versions)	Ĺ	L	0.10	0.10	0.10
Mudhole	Ř	R	3.40	3.00	3.00
Muscle Burst	G	C	0.25	0.25	0.10
Mystic Crusader	W	R	6.80	5.00	4.10
Mystic Enforcer	D	R	9.80	8.50 4	8.00
Mystic Penitent	W	U	1.00	0.60	0.50
Mystic Visionary	W	C	0.25	0.25	0.10
Mystic Zealot	W	C	0.25	0.25	0.10
Nantuko Disciple	G	C	0.25	0.25	0.10
Nantuko Elder	G	Ü	1.00	0.20	0.50
Nantuko Mentor	G	R	4.80	3.30	3.00
Nantuko Shrine	G	R	3.80	3.00	3.00
Need for Speed	R	R	3.80	3.00	2.30
Nefarious Lich	В	R	4.80	4.00	3.00
New Frontiers	G	R	5.00	4.00 ▼	3.00





Nimble Mongoose		G	U	1.50	1.30	1.00
Nomad Decoy	-	W	U	1.00	0.60	0.50
Nomad Stadium		L	Ŭ	1.00	0.80	0.50
Nut Collector		G	R	5.00	4.40	3.30
Obstinate Familiar		R	R	3.90	3.30	2.30
		A	R	4.00	3.30	3.30 2.30 2.30
Otarian Juggernaut		В	C	0.25	0.25	0.10
Overeager Apprentice						1.00
Overrun		G	U	2.00	1.50	1.00
Painbringer		В	U	1.00	0.60	0.50
Pardic Firecat		R	C	0.25	0.25	0.10
Pardic Miner		R	R	3.90	3.10	3.00
Pardic Swordsmith		R	C	0.25	0.25	0.10
Patchwork Gnomes		A	U	1.00	0.50 0.25	0.50
Patriarch's Desire		В	C	0.25	0.25	0.10
Patrol Hound	1	W	С	0.25	0.25	0.10
Patron Wizard		U	R	4.80	3.80	3.00
Pedantic Learning		Ü	R	3.80	3.00	2.30
Peek		Ŭ		0.25	0.25	0.10
Persuasion		Ŭ	Ř	5.00	4.00	4.00
Petrified Field		L	R	4.00	4.00	3.10
		D	U	1.00	0.60	0.50
Phantatog		U	C	0.25		0.10
Phantom Whelp					0.25	
Pianna, Nomad Captain		W	R	4.80	4.00	3.30
Pilgrim of Justice Pilgrim of Virtue		W	C	0.25	0.25	0.10
Pilgrim of Virtue		W	C	0.25	0.25	0.10
Piper's Melody		G	U	1.00	1.00	0.60
Plains (four versions)		L	L	0.10	0.10	0.10
Predict		U	U	1.00	1.00	0.80
Price of Glory		R	U	1.50	1.20	1.00
Primal Frenzy		G	Č	0.25	0.25	0.10
Psionic Gift		U	Č	0.25	0.25	0.10
Psychatog		D	Ŭ	1.90	1.50	1.00
Pulsating Illusion		Ü	Ŭ	1.00	0.50	0.50
		U	Ü	1.00	0.60	0.50
Puppeteer						
Rabid Elephant		G	C	0.25	0.25	0.10
Ravaged Highlands		L	Ü	0.25	0.25	0.10
Ray of Distortion		W	C	0.25	0.25	0.10
Reckless Charge		R	C	0.25	0.25	0.10
Recoup		R	U	1.00	0.90	0.50
Refresh		G	C	0.25	0.25	0.10
Repel		U	C	0.25	0.25	0.10
Repentant Vampire		В	R	6.30	4.00	3.00
Resilient Wanderer		W	U	1.00	0.90	0.50
Rites of Initiation		R	C	0.25	0.25	0.10
Rites of Refusal		U	C	0.25	0.25	0.10
Rites of Spring		G	C	0.25	0.25	0.10
Roar of the Wurm		G	Ü	2.40	1.20	1.00
Rotting Giant		В	Ŭ	1.00	0.90	0.50
Sacred Rites		W	Č	0.25	0.25	0.10
Sadistic Hypnotist		В	Ü	1.00	0.80	0.50
		A	Ü	1.00	0.50	0.50
Sandstone Deadfall			U			0.50
Sarcatog *		D		1.00	0.60	
Savage Firecat		R	R	6.00	4.00	3.80
Scorching Missile		R	C	0.25	0.25	0.10
Screams of the Damned		В	Ū	1.00	0.60	0.50
Scrivener		U	C	0.25	0.25	0.10
Seafloor Debris Second Thoughts		L	C	0.25	0.25	0.10
		W	C	0.25	0.25	0.10
Seize the Day		R	R	4.70	3.30	3.00
Seton, Krosan Protector		G	R	5.00	4.00	3.00
Seton's Desire		G	C	0.25	0.25	0.10
Shadowblood Egg		A	U	1.00	0.80	0.50
Shadowblood Ridge		L	R	5.00	4.30	4.00
Shadowmage Infiltrator		D	R	17.00	15.00	13.00
Shelter		W	C	0.25	0.25	0.10
Shifty Doppelganger		U	R	3.90	3.30	2.30
Shower of Coals		R	Ü	1.00	1.00	0.50
Simplify		G	C	0.25	0.20	0.10
Skeletal Scrying		В	Ü	1.00	1.00	0.50
Skull Fracture		В	Ü	1.00	0.80	0.50
		A	Ü	1 00	0.80	0.50
Skycloud Egg Skycloud Expanse		L	R	4.80	4.00	4.00
Skyshooter		G	Ü	1.00	0.60	0.50
		W	Ü			
Soulcatcher				1.00	0.80	0.50
Spark Mage		R	U	1.00	0.60	0.50
Spellbane Centaur		G	R	6.00	5.30	4.80
Sphere of Duty		W	U	1.00	0.60	0.50
Sphere of Grace		W	U	1.00	0.60	0.50
Sphere of Law		W	U	1.00	0.60	0.50
Sphere of Reason		W	U	1.00	0.60	0.50
Sphere of Truth		W	U	1.00	0.60	0.50
Spiritualize		W	U	1.00	0.80	0.50
Springing Tiger		G	C	0.25	0.25	0.10

כייי				
Squirrel Mob	G		4.80	3.30
Squirrel Nest	G	U 2.80	2.00	1.10
Stalking Bloodsucker	В	R 5.50	3.80	3.00
Standstill	U	U 1.50	1.20	1.00
Steam Vines	R	U 1.00	0.60	0.50
Steamclaw	A	U 1.00	0.80	0.50
Still Life	G	U 1.00	0.90	0.50
Stone-Tongue Basilisk	G	R 7.00	4.00	3.00
Sungrass Egg	A	U 1.00	0.50	0.50
Sungrass Prairie	L	R 4.80	4.00	4.00
Swamp (four versions)	L	L 0.10	0.10	0.10
Sylvan Might	G	U 1.00	0.60	0.50
Syncopate	U	C 0.25	0.25	0.10
Tainted Pact	В	R 4.80	4.00	4.00
Tarnished Citadel	L	R 3.90	3.30	2.30
Tattoo Ward	W	U 1.00	0.60	0.50
Terravore	G	R 5.50	4.00	3.00
Testament of Faith	W	U 1.00	0.80	0.50
Thaumatog	D	U 1.00	0.60	0.50
Thermal Blast	R	C 0.25	0.25	0.10
Think Tank	U	U 1.00	0.50	0.50
Thought Devourer	U	R 5.00	4.30	3.10
Thought Eater	U	U 1.00	0.60	0.50
Thought Nibbler	U	C 0.25	0.25	0.10
Timberland Ruins	L	C 0.25	0.25	0.10
Time Stretch	U	R 9.30	6.00	4.00
Tireless Tribe	W	C 0.25	0.25	0.10
Tombfire	В	R 4.70	3.30	2.30
Touch of Invisibility	U	C 0.25	0.25	0.10
Traumatize	U	R 9.80	8.00	6.10
Traveling Plague	В	R 4.00	3.30	2.30
Treetop Sentinel	U	U 1.00	0.60	0.50
Tremble	R	C 0.25	0.25	0.10
Twigwalker	G	U 1.00	0.80	0.50
Unifying Theory	U	R 4.60	3.30	2.30
Upheaval	U	R 8.80	8.004	7.00
Vampiric Dragon	D	R 8.80	6.00	4.30
Verdant Succession	G	R 4.60	3.30	3.00
Vivify	G	U 1.00	0.90	0.50
Volcanic Spray	R	U 1.00	0.60	0.50
Volley of Boulders	R	R 4.60	3.30	3.00
Wayward Angel	W	R 7.50	5.00	4.00
Werebear	G	C 0.25	0.25	0.20
Whipkeeper	R	U 1.00	0.50	0.50
Whispering Shade	В	C 0.25	0.25	0.10
Wild Mongrel	G	C 0.45	0.25	0.10
Woodland Druid	G	C 0.25	0.25	0.10
Words of Wisdom	U	C 0.25	0.25	0.10
Zombie Assassin	В	C 0.25	0.25	0.10
Zombie Cannibal	В	C 0.25	0.25	0.10
Zombie Infestation	В	U 1.30	1.00	0.60
Zombify	В	U 1.20	1.00	1.00
Zoologist	G	R 4.60	3.30	3.00
Total			588.30	465.80
		· 11. 000110000		- conception
Aug Printer	Ran.	The last	a	
	-	1 (00	100	



Torment Booster Pack Torment Pre-Constructed Deck



Foil Common cards			1.00	1.00	0.60
TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Ambassador Laquatus	U	R	11.25	8.00	6.50
Angel of Retribution	W	R	10.00	7.50	5.30
Chainer, Dementia Master	В	R	11.50	7.50	6.00
Devastating Dreams	R	R	8.80	8.00	6.00
Grim Lavamancer	R	R	15.00	15.00 ▲	9.80
Ichorid	В	R	10.75	9.00	6.30
Laquatus's Champion	В	R	16.50	12.00	7.00
Mutilate	В	R	18.00	18.00	11.25
Nantuko Shade	В	R	28.75	25.00	14.00
Nostalgic Dreams	G	R	8.80	8.00	6.30
Plagiarize	U	R	9.50	8.00	6.00
Sengir Vampire	В	R	10.75	9.50	7.30
Shambling Swarm	В	R	9.80	8.00	6.30
CARD NAME	COL	RAF	UPR	MED	LOW
Accelerate	R	C	0.25	0.25	0.10
Acom Harvest	G	Č	0.25	0.25	0.10
Alter Reality	U	Ř	4.00	4.00	2.30
Amhassador Laquatus	U	R	8.50	6.00	3.30

Plagiarize Sengir Vampire Shambling Swarm	B B	R R	9.50 10.75 9.80	9.50 8.00	7.30 6.30
CARD NAME	COL	RAR	UPR	MED	LOW
Accelerate	R	C	0.25	0.25	0.10
Acorn Harvest	G	С	0.25	0.25	0.10
Alter Reality	U	R	4.00	4.00	2.30
Ambassador Laquatus	U	R	8.50	6.00	3.30
Angel of Retribution	W	R	4.80	4.00	3.00
Anurid Scavenger	G	U	1.00	0.80 ▼	
Aquamoeba	U	C	0.25	0.25	0.10
Arrogant Wurm	G	U	2.00	1.80 🛦	1.10
Aven Trooper	W	C	0.25	0.25	0.10
Balshan Collaborator	U	U	1.00	0.80	0.50
Balthor the Stout	R	R	4.50	3.30 🔻	
Barbarian Outcast	R	C	0.25	0.25	0.10
Basking Rootwalla	G	C	0.35	0.25	0.10
Boneshard Slasher	В	U	1.00	0.50	0.50
Breakthrough	U	U	1.00	1.00	0.50
Cabal Coffers	L	Ū	1.90	1.00	1.00
Cabal Ritual	В	C	0.25	0.25	0.10
Cabal Surgeon	В	C	0.25	0.25	0.10
Cabal Torturer	В	C	0.25	0.25	0.10
Carrion Rats	В	C	0.25	0.25	0.10
Carrion Wurm	В	U	1.00	0.90	0.50
Centaur Chieftain Centaur Veteran	G	U	1.00	1.00	0.50
Certaur veteran	L1	L	U.Z5	U.25	U.1U

Cephalid Illusionist	U	U	1.00	0.50	0.50
Cenhalid Sage	U	U	1.00	0.50 0.25	0.50
Cephalid Snitch Cephalid Vandal	U	CR	0.25 3.80	3.00	0.10 2.10
Chainer, Dementia Master Chainer's Edict	B	R U	6.50	4.50 ▼ 2.00	4.00
Churning Eddy	U	C	2.00 0.25	0.25	1.60 0.10
Circular Logic Cleansing Meditation	U	U	1.00	2.00 0.60	1.10
Compulsion	U	U	1.40	1.00	1.00
Coral Net Crackling Club	U R	C	0.25	0.25 0.25	0.10
Crazed Firecat	R	U	1.00	0.80 ▼	0.50
Crippling Fatigue Dawn of the Dead	B	C	0.25 4.50	0.25 3.40 ▼	0.10 3.00
Deep Analysis Devastating Dreams	U R	C R	0.25 5.00	0.25 4.50 ▼	0.15 3.30
Dwell on the Past	G	U	1.00	1.00	0.50
Enslaved Dwarf Equal Treatment	R	C	0.25	0.25 0.90	0.10 0.50
Faceless Butcher	B	C	0.25	0.25	0.10
False Memories Far Wanderings	G	R C	3.80 0.25	3.00 0.25	2.30 0.10
Fiery Temper Flaming Gambit	R	C	0.25 1.00	0.25 0.80 v	0.10 0.50
Flash of Defiance	R	CCC	0.25	0.25	0.10
Floating Shield Frantic Purification	W	C	0.25	0.25 0.25	0.10 0.10
Ghostly Wings	U	C	0.25	0.25	0.10
Gloomdrifter Gravegouger	B	C	1.00	0.80 ▼ 0.25	0.50 0.10
Grim Lavamancer	R	R	7.50	7.00	6.00
Grotesque Hybrid Gurzigost	G	U R	1.00 4.90	0.80 ▼ 3.50 ▼	0.50 3.00
Hell-Bent Raider Hydromorph Guardian	R	R	5.80 0.25	4.50 ▼ 0.25	3.00 0.10
Hydromorph Gull	Ü	U	1.00	0.60 ♥	0.10 0.50 3.30
Hypnox Hypochondria	B	R U	4.60 1.00	4.00 0.50	3.30 0.50
Ichorid	В	R	5.40	5.00	4.00
Insidious Dreams Insist	B-G	R R	4.40 5.80	4.00 4.30 ▼	3.00
Invigorating Falls	G	C	0.25	0.25	0.10
Kamahl's Sledge Krosan Constrictor	R	C	0.25	0.25 0.25	0.10
Krosan Restorer Laquatus's Champion	G	C R	0.25 6.80	0.25 6.00	0.10 4.80
Last Laugh	. B	R	4.00	3.40 ♥	3.00
Liquify Llawan, Cephalid Empress	U	CR	0.25 5.60	0.25 3.90	0.10 3.00
Longhorn Firebeast	R	C	0.25	0.25	0.10
Major Teroh Mesmeric Fiend	W	R	4.30 0.25	3.30 ▼ 0.25	3.00 0.10
Militant Monk	W	C	0.25	0.25	0.10
Mind Sludge Morningtide	B	U R	1.00	1.00 5.00	0.60 3.00
Mortal Combat	В	R	5.50	4.00	3.00
Mortiphobia Mutilate	B	U R	1.00 9.60	0.50 8.00	0.50 6.50
Mystic Familiar Nantuko Blightcutter	W	C R	0.25 4.90	0.25 4.00	0.10 3.00
Nantuko Calmer	G	C	0.25	0.25	0.10
Nantuko Cultivator Nantuko Shade	G	R R	4.00 12.00	3.40 ¥ 10.75 ▲	3.00
Narcissism	G	U	1.00	1.00	0.50
Nostalgic Dreams Obsessive Search	G	R C	5.00 0.25	5.00 0.25	3.30 0.10
Organ Grinder Overmaster	B	C	0.25 5.80	0.25 4 10 V	0.10
Parallel Evolution	G	R	4.50.	4.00	3.20
Pardic Arsonist Pardic Collaborator	R	U	1.00	0.80 ▼ 0.80	0.50 0.50
Pardic Lancer	R	C	0.25	0.25	0.10
Pay No Heed Petradon	W	C R	0.25 4.20	0.25	0.10 2.30
Petravark	R	C	0.25	0.25	0.10
Pitchstone Wall Plagiarize	R	U R	1.00 5.80	0.50 4.50 ▼	0.50 4.00
Possessed Aven Possessed Barbarian	UR	R	4.00	3.40 ▼	3.00
Possessed Centaur	G	R	4.50	3.40 ▼	3.00
Possessed Nomad Psychotic Haze	W	R	4.00 0.25	3.40 ▼ 0.25	3.00 0.10
Putrid Imp	В	C	0.25	0.25	0.10
Pyromania Radiate	R	U R	1.00 5.00	0.60 ▼ 4.00 ▼	0.50 3.30 0.10
Rancid Earth	B	C	0.25	0.25	0.10 3.00
Reborn Hero Restless Dreams	В	C	5.00 0.25	4.50 0.25	0.10
Retraced Image Sengir Vampire	U	R R	4.30 5.80	3.30 v 5.00	2.30 4.00
Seton's Scout	G	U	1.00	0.90	0.50
Shade's Form Shambling Swarm	ВВ	C R	0.25 4.90	0.25 4.00	0.10 3.30
Sickening Dreams	В	U	1.00	1.00	0.50
Skullscorch Skywing Aven	R	R	4.90 0.25	4.60 0.25	3.30
Slithery Stalker	В	U	1.00	0.50	0.50
Sonic Seizure Soul Scourge	R B	C	0.25	0.25 0.25	0.10 0.10
Spirit Flare	W	C	0.25	0.25	0.10
Stern Judge Strength of Isolation	W	U	1.00	1.00	0.60 0.50
Strength of Lunacy	B	U	1.00	0.60 ▼	0.50
Stupefying Touch Tainted Field	L	U	1.50	1.00	1.00
Tainted Isle Tainted Peak	L	U	1.50 1.50	1.00 1.00	1.00
Tainted Wood	L	U	1.50	1.00	1.00
Temporary Insanity	R	U	1.00	0.80 avail	0.50

Transcendence W R 4.30 3.30 v Turbulent Dreams U R 4.80 4.00 Unhinge B C 0.25 0.25 Vengeful Dreams W R 5.00 5.00 Violent Eruption R U 1.40 1.00 Waste Away B C 0.25 0.25 Zombie Trailblazer B U 1.00 0.60	3.00 3.00 0.10 3.00 1.00 0.10
Teroh's Faithful W C 0.25 0.25 Teroh's Vanguard W U 1.00 0.80 ▼	0.10





TOP FOIL	CARDS	COL	RAR	UPR	N	1ED	LOW	
Foil Comm	ion cards			1.10	1	.00	0.60	
	nmon cards			3.00		.20 🔻	2.00	
Foil Rare of				11.00		.00	6.00	
	Pre-Constructed	Deck		10.25		.00	10.00	
Judgment	Booster Pack			3.30	3	.30	3.00	
Judgment	Pre-Constructed	Deck	Box 9	98.75	90	.00	28.75	
Judgment	Booster Box			97.50	90	.00	85.00	
Judgment	Foil Set		51	81.00	475	.00 7	403.00	
Judgment	Set (no foils)		10	70.00	133	.00▼	118.00	
203				40			phylodetre roles	

TOP FOIL CARDS	COL RAR UPR	MED	LOW
Anurid Brushhopper	D R 30.00	21.75	12.75
Breaking Point	R R 15.00	11.50	6.50
Burning Wish	R R 15.75	12.50▲	8.30
Crush of Wurms	G R 15.00	10.00▲	6.50
Cunning Wish	U R 17.25	13.50 ▲	9.30
Erhnam Djinn	G R 15.00	14.50 ▼	8.50
Fledgling Dragon	R R 14.25	11.00 🛦	10.00
Genesis	G R 15.00	13.50 ▲	9.90
Glory	W R 15.00	11.00 ▲	8.40
Living Wish	G R 16.50	15.00	8.30
Mirari's Wake	D R 15.75	12.00	8.50
Phantom Nishoba	D R 12.00	10.50 ▼	10.00
Seedtime	G R 14.25	12.00	10.25
Solitary Confinement	W R 12.00	10.00 4	6.50
Sylvan Safekeeper	G R 12.00	11.00 ▲	6.50
Worldgorger Dragon	R R 14.75	11.00	6.50

Phantom Nishoba	D	R	12.00	10.50 ▼	10.00
Seedtime	G	R	14.25	12.00	10.25
Solitary Confinement Sylvan Safekeeper	G	R	12.00 12.00	10.00 A 11.00 A	6.50 6.50
Worldgorger Dragon	R	R	14.75	11.00	6.50
CARD NAME	COL	RAR	UPR	MED	LOW
Ancestor's Chosen	W	U	0.90	0.50	0.50
Anger	R	U	1.30	1.00	1.00
Anurid Barkripper	G	C	0.25	0.25	0.10
Anurid Brushhopper	D	R	11.50	10.00	8.10
Anurid Swarmsnapper Arcane Teachings	G R	C	0.90	0.50	0.50
Aven Fogbringer	Ü	C	0.25	0.25 0.25	0.10
Aven Warcraft	W	Ü	0.90	0.50	0.50
Balthor the Defiled	В	R	5.00	4.00	4.00
Barbarian Bully	R	C	0.25	0.25	0.10
Battle Screech	W		1.00	1.00	0.80
Battlefield Scrounger Battlewise Aven	G	0	0.25	0.25 0.25	0.10
Benevolent Bodyguard	W	C	0.25	0.25	0.10
Book Burning	R	Č	0.25	0.25	0.15
Border Patrol	W	C	0.25	0.25	0.10
Brawn	G	U	1.00	1.00	1.00
Breaking Point	R	R	6.00	6.00 1.20	4.80 1.00
Browbeat Burning Wish	R	R	7.10	5.50	3.90
Cabal Therapy	В	R	1.00	1.00	0.50
Cabal Trainee	В	C	0.25	0.25	0.10
Cagemail	W	C	0.25	0.25	0.10
Canopy Claws	G	C	0.25	0.25	0.10
Centaur Rootcaster Cephalid Constable	U	R	0.25 4.00	0.25 4.00	3.10
Cephalid Inkshrouder	Ŭ	Ü	1.00	0.80	0.50
Chastise	W	Ü	1.00	1.00	0.60
Commander Eesha	W	R	5.40	4.00	3.00
Crush of Wurms	G	R	5.90	5.00	3.30
Cunning Wish Death Wish	В	R R	7.90 5.00	5.50 4.50	5.00 3.20
Defy Gravity	ŭ	C	0.25	0.25	0.10
Dwarven Bloodboiler	R	R	4.00	4.00	3.00
Dwarven Driller	R	U	1.00	1.00	0.60
Dwarven Scorcher	R	C	0.25	0.25	0.10
Earsplitting Rats Elephant Guide	B G	C	0.25 1.50	0.25 1.00	0.10 1.00
Ember Shot	R	C	0.25	0.25	0.10
Envelop	Ü	Č	0.25	0.25	0.10
Epic Struggle	G	R	4.00	4.00	3.30
Erhnam Djinn	G	R	5.90	5.00	5.00
Exoskeletal Armor Filth	G	U	1.00	1.00 0.50	0.60 0.50
Firecat Blitz	R	Ü	1.00	1.00	0.60
Flaring Pain	R	C	0.25	0.25	0.10
Flash of Insight	U	U	1.00	0.80	0.50 5.30 0.10
Fledgling Dragon	R	R	6.00 0.25	6.00	5.30
Folk Medicine Forcemage Advocate	G	C	1.00	0.25 0.60	0.10
Funeral Pyre	W	C	0.25	0.25	0.50 0.10
Genesis	G	C R	7.40 0.25	5.90 0.25	5.50 0.10
Giant Warthog	G	C	0.25	0.25	
Glory	W	R	6.00	5.30 4	5.00
Golden Wish	W	R	5.40	4.00	3.20
Goretusk Firebeast Grave Consequences	R	C	1.00	0.25	0.10
Grip of Amnesia	Ü	C	0.25	0.25	0.10
Grizzly Fate	G	U	1.00	1.00	0.60
Guided Strike	W	C	0.25	0.25	0.10
Guiltfeeder	В	R	4.90	4.00	3.60
Hapless Researcher	U	C	0.25	0.25	0.10
Harvester Druid Hunting Grounds	G	R	0.25 5.90	0.25 5.00	0.10
Infectious Rage	R	U	1.00	0.60	0.50
Ironshell Beetle	G	C	0.25	0.25	0.10
Jeska, Warrior Adept	R	R	4.80	4.00	3.30
	-				



Cephalid Aristocrat

Keep Watch	U	C	0.25	0.25	0.10
		0			
Krosan Reclamation	G	U	1.00	1.00	0.60
Krosan Verge	1	U	1.00	1.00	0.80
Krosan Wayfarer	Ğ	Č	0.25	0.25	0.10
Kitosaii wayiaiti					
Laquatus's Disdain	U	U	0.90	0.80	0.50
Lava Dart	R	C	0.25	0.25	0.10
	W	0	0.20		0.10
Lead Astray	AA	C	0.25	0.25	0.10
Liberated Dwarf	R	C	0.25	0.25	0.10
Lightning Surge	R	R	5.00	5.00	3.30
Lightning Ourgo			7.00	5.00	5.00
Living Wish	G	R	7.80	5.50	5.00
Living Wish Lost in Thought	U	C	0.25	5.50 0.25	0.10
Masked Gorgon	В	Ř	4.00	3.30 0.25	3.00
IVIASKEU GOIGOTI		n	4.00	3.30	
Mental Note	U	C	0.25	0.25	0.10
Mirari's Wake	D	R	6.00	6.00	4.90
				0.00	
Mirror Wall	U	C	0.25	0.25	0.10
Mist of Stagnation	U	R	4.00	4.00	3.00
Morality Shift	В	R	4.00	3.30	3.00
Wiordity Stiff			4.00		3,00
Nantuko Monastery	G	U	1.50 0.25	1.00	1.00
Nantuko Tracer Nomad Mythmaker	G	C R	0.25	0.25	0.10
Nomad Mathmaker	W	D	3.40	3.00	3.00
Normau Myulinakei		n	0.40	3.00	
Nullmage Advocate	G	C	0.25	0.25	0.10 1.00
Phantom Centaur	G	U	1.50	1.00	1.00
Phantom Flock	W	Ŭ	1.00	0.60	0.50
			1.00		
Phantom Nantuko	G	R	5.00	4.70	4.00
Phantom Nishoba	D	R	6.00	5.50 0.25	5.00
Dhontom Named	W		0.00	0.00	0.00
Phantom Nomad		C	0.25 0.25	0.25	0.10
Phantom Tiger	G	С	0.25	0.25	0.10
Planar Chaos	R	U	non	0.50	0.50
Driemantia Cturanda			0.90 0.25	0.25 0.50 0.25	0.50 0.10
Prismatic Strands	W	C	0.25	0.25	0.10
Pulsemage Advocate	W	R	4.00	3.30	3.00
Quiet Speculation	U	U	1.00	1.00	0.80
Date! Constitution					
Rats' Feast	В	C	0.25	0.25	0.10
Ray of Revelation	W	C	0.25	0.25	0.10
Riftstone Portal	L	Ŭ			
niistorie Furtai	L.		1.00	1.00	0.50
Scalpelexis Seedtime	U	R	4.60	4.00	3.10
Seedtime	G	R	6.40	6.00	5.00 3.00
Colfloor Eversiet	W		4.90	0.00	0.00
Selfless Exorcist Serene Sunset		R		3.50 0.50 3.50 0.25	3.00
Serene Sunset	G	U	1.00	0.50	0.50 3.00
Shaman's Trance	R	R	4.90	3 50	3 00
Chieldmann Advances	W	0	0.00	0.00	0.00
Shieldmage Advocate		C	0.25	0.25	0.10
Silver Seraph	W	R	5.00	4.90 ▲	3.00
Solitary Confinement	W	R	5.80	4.90	4.10
Contary Commenterit			3.00		4.10
Soulcatchers' Aerie	W	U	1.00	0.90	0.50
Soulgorger Orgg	R	U	0.90 0.25	0.50 0.25	0.50
Spellgorger Barbarian	R	Č	0.05	0.05	0.10
OIIII		0	0.20	0.23	
Spelljack	U	R	4.80	4.00	4.00
Spelljack Spirit Cairn Spurgmane Advocate	W	U	0.90	0.60	0.50
Spurpmage Advocate	W	Ü	1.00	0.80	0.50
Spurnmage Advocate			1.00	0.00	0.50
Stitch Together	В	U	1.00	0.60	0.50
Sudden Strength	G	C	0.25	0.25	0.10
Suntail Hawk	W	C	0.25		
Surraii Hawk		U		0.25	0.10
Sutured Ghoul	В	R	4.00	3.50	3.00
Swelter	R	U	1.00	0.50	0.50
Curidina Condeterno		0	0.00	0.50	0.00
Swirling Sandstorm Sylvan Safekeeper	R	CR	0.25	0.25	0.10
Sylvan Safekeeper	G	R	5.80	4.90 ▲	4.00
Telekinetic Bonds	U	R	4.00	4.90 A 3.50 3.90	3.00 3.10
		D	4.00	0.00	0.00
Test of Endurance	W	R	4.60	3.90	3.10
Thriss, Nantuko Primus	G	R	5.00	4.00	3.00
Thriss, Nantuko Primus Toxic Stench	В	C	0.25	0.25	0.10
Trained Draughau		0		0.20	
Trained Pronghorn	W	Č	0.25	0.25	- 0.10
Treacherous Vampire	В	U	1.00	1.00	0.50
Treacherous Werewolf	В	Č	0.25	0.25	0.10
Treacherous werewon		U	0.20	0.25	
Tunneler Wurm	G	U	1.00	0.50	0.50
Unquestioned Authority	W	U	1.00	0.60	0.50
Valor	W		1.00	1.00	0.50 0.50 0.10
		Ū	1.00 0.25	1.00	0.50
Venomous Vines	G	C	0.25	0.25 0.25	0.10
Vigilant Sentry	W	C	0.25	0.25	0.10
Web of Inertia	Ü				
Wandan		U	1.00	0.80	0.50
Wonder	U	U	1.50	1.00	1.00
Worldgorger Dragon	R	R	6.60	5.00	3.50
Wormfong Dohamoth		D		2.00	0.00
Wormfang Behemoth	U	R	4.00	3.80 ▼	3.00
Wormfang Crab	U	U	1.00	0.80	0.50
Wormfang Drake	U	C	0.25	0.25	0.10
Wormfang Manta	Ŭ	D	1.00 0.25 4.00	250	0.50 0.10 3.00
		R	4.00	3.00	3.00
Wormfang Newt	U	C	0.25	0.80 0.25 3.50 0.25	0.10
Wormfang Turtle	U	U	0.90	0.50	0.50
Total					
Total		2	95.45	251.25	199.45
	-11/14		-	-	-





Olisiaugili Sel (110 10115)	201,00	193.00	177.00
	999.00	675.00 V	438.00
Onslaught Pre-Constructed Deck	Box 84.50	75.00 V	11.50
Onslaught Booster Box	92.50	87.00	77.50
Onslaught Pre-Constructed Deck	10.00	10.00	9.50
Onslaught Booster Pack	3.30	3.10	3.00
	7.80	6.00	5.30
Foil Uncommon cards	3.00	2.80	1.40
Foil Common cards	1.00	1.00	0.50
TOP FOIL CARDS COL	.RAR UPR	MED	LOW
Arcanis the Omnipotent U	R 14.75	12.50▲	9.30
	Onslaught Foil Set Onslaught Pre-Constructed Deck Onslaught Booster Box Onslaught Pre-Constructed Deck Onslaught Pre-Constructed Deck Onslaught Booster Pack Foil Are Cards Foil Idea Cards Foil Common cards TOP FOIL CARDS COI	Onslaught Foil Set 999.00 Onslaught Pre-Constructed Deck Box 84.50 00 Onslaught Booster Box 92.50 Onslaught Pre-Constructed Deck 10.00 Onslaught Booster Pack 3.30 Foil Are cards 7.88 Foil Incommon cards 3.00 Foil Common cards 1.00 TOP FOIL CARDS COL RAR UPR	Onslaught Foil Set 999.00 675.00 ▼ Onslaught Pre-Constructed Deck Box 94.50 75.00 ▼ Onslaught Pre-Constructed Deck 32.50 87.00 Onslaught Pre-Constructed Deck 10.00 10.00 Onslaught Booster Pack 3.30 3.10 Foil Hare cards 7.80 6.00 Foil Uncommon cards 3.00 2.80 Foil Common cards 1.00 1.00 TOP FOIL CARDS COL RAR UPR MED

TOF FUIL GANDS	GUL I	MN UFR	MED	FUM
Arcanis the Omnipotent	U	R 14.75	12.50▲	9.30
Blistering Firecat	R	R 23.50	20.50	13.50
Bloodstained Mire	L	R 16.50	11.00 🛦	7.50
Exalted Angel	W	R 15.00	11.00 🛦	9.00
Flooded Strand	L	R 17.00	12.00 ▲	6.80
Future Sight	U	R 11.50	10.00 ▲	8.30
Grand Coliseum	L	R 17.00	12.50 ▲	10.00
Grinning Demon	В	R 28.75	24.50 ▲	14.00
Mobilization	W	R 20.50	15.00 ▲	10.00
Polluted Delta	L	R 17.00	12.50▲	8.30
Read the Runes	U	R 14.25	10.50 ▲	8.30
Rorix Bladewing	R	R 12.00	10.00 ▲	6.80
Visara the Dreadful	- B	R 17.50	10.50	9.30
Voidmage Prodigy	U	R 28.75	21.00	12.50
Windswept Heath	L	R 17.00	11.50▲	9.30
Wooded Foothills	Ł	R 16.50	11.50 🛦	9.30

CARD NAME	COL	RAR	UPR	MED	LOW
Accursed Centaur	В	C	0.25	0.25	0.25
Æther Charge Aggravated Assault	R	U R	1.00 5.00	0.80 4.00	0.50 3.50
Airborne Aid	U	C	0.35	0.25	0.25
Airdrop Condor Akroma's Blessing	R	U	1.00	0.80	0.50 0.50
Akroma's Vengeance	W	R	7.00	5.30▲	4.00
Ancestor's Prophet Animal Magnetism	W	R R	5.00 4.00	3.00	3.00
Annex	U	U	1.00	0.80	0.50
Anurid Murkdiver Aphetto Alchemist	B	C	0.25	0.25	0.25
Aphetto Dredging	В	C	0.25	0.25	0.25
Aphetto Grifter Aphetto Vulture	U B	U	1.00	1.00 0.80	0.80 0.50
Arcanis the Omnipotent	U	R	7.50	7.00	6.00
Artificial Evolution	Ü	R	3.00	3.00	3.00
Ascending Aven Astral Slide	W	C	0.25	0.25 1.00	0.25
Aura Extraction	W	U	1.00	0.80	0.50
Aurification Avarax	W	R	5.00	3.00 1.00	3.00 0.50
Aven Brigadier	W	R	6.00	5.00	3.50
Aven Fateshaper Aven Soulgazer	U	U	1.00	0.80	0.50
Backslide	U	C	0.25	0.25	0.25
Barkhide Mauler Barren Moor	G	C	0.25	0.25 0.25	0.25 0.25
Battering Craghorn	R	C	0.25	0.25	0.25
Battlefield Medic	W	C	0.25	0.25	0.25
Biorhythm Birchlore Rangers	G	R	5.00 0.25	5.00 0.25	5.00 0.25
Blackmail	В	U	1.00	1.00	1.00
Blatant Thievery Blistering Firecat	U R	R R	5.00	3.00 10.00 A	3.00 8.00
Bloodline Shaman	G	U	1.00	1.00	0.50
Bloodstained Mire Boneknitter	B	R	7.00	6.00 0.80	6.00
Break Open	R	С	0.25	0.25	0.50 0.25
Brightstone Ritual Broodhatch Nantuko	R	C	0.35 1.00	0.25 0.80	0.25
Butcher Orgg	R	R	5.00	4.00	3.00
Cabal Archon	B	U	1.00	1.00	0.50
Cabal Executioner Cabal Slaver	В	U	1.00	1.00	0.50
Callous Oppressor	U	R	3.00	3.00	3.00
Catapult Master Catapult Squad	W	R	4.00	3.00 1.00	3.00 0.50
Centaur Glade	G	Ü	1.00	1.00	1.00
Chain of Acid Chain of Plasma	G	U	1.00	1.00	0.80
Chain of Silence	W	U	1.00	0.80	0.50
Chain of Smog Chain of Vapor	B	U	1.00	1.00	0.80
Charging Slateback	R	C	0.25	1.00	0.50 0.25
Choking Tethers Circle of Solace	U	C	0.25	0.25	0.25
Clone	W	R	4.00 5.30	3.00 5.00	3.00 4.00
Commando Raid	R	U	1.00	0.80	0.50
Complicate Contested Cliffs	U	U R	2.00 5.00	1.00 5.00	1.00
Convalescent Care	W	R	4.00	3.00	3.00
Cover of Darkness Crafty Pathmage	B	R	5.00 0.25	4.00 0.25	3.00 0.25
Crowd Favorites	W	U	1.00	0.80	0.50
Crown of Ascension Crown of Awe	W	C	0.25	0.25 0.25	0.25 0.25
Crown of Fury	R	C	0.25	0.25	0.25
Crown of Suspicion Crown of Vigor	B G	C	0.25	0.25 0.25	0.25
Crude Rampart	W	U	1.00	0.80	0.50
Cruel Revival Cryptic Gateway	B	CR	0.25 4.00	0.25 3.00	0.25 3.00
Custody Battle	R	U	1.00	1.00	0.50
Daru Cavalier Daru Encampment	W	C	0.25	0.25	0.50 0.25
Daru Healer	W	CCC	1.00	1.00 0.25	1.00 0.25
Daru Lancer	W	C	0.25	0.25	0.25
Daunting Defender Dawning Purist	W	C	0.25 1.00	0.25	0.25
Death Match	В	R	3.80	3.00	3.00
Death Pulse Defensive Maneuvers	B	U	1.00	1.00 0.25	0.50
Demystify	W	C	0.25	0.25	0.25
Dirge of Dread Disciple of Grace	B	C	0.25	0.25 0.25	0.25
Disciple of Malice	В	C	0.35	0.25	0.25
Discombobulate	U	U	1.00	1.00	0.80
Dispersing Orb Disruptive Pitmage	U	C	1.00	0.80 0.25	0.50 0.25
Dive Bomber	W	C	0.25	0.25	0.25
Doom Cannon Doomed Necromancer	AB	R R	3.00 5.00	3.00 4.00	3.00
Doubtless One	W	U	1.00	1.00	1.00
Dragon Roost Dream Chisel	R	R	8.00 5.00	6.00 3.00	4.00 3.00
Dwarven Blastminer	R	U	1.30	1.00	1.00
Ebonblade Reaper Elven Riders	B	R	4.00 1.00	3.00 0.80	3.00 0.50
Elvish Guidance	G	C	0.35	0.25	0.25
Elvish Pathcutter	G	C	0.25	0.25	0.25
Elvish Pioneer Elvish Scrapper	G	C	1.00	0.25 0.80	0.25
Elvish Vanguard	G	R	6.00	5.00	3.00
Elvish Warrior Embermage Goblin	G	C	0.25 1.00	0.25 0.80	0.25 0.50
Enchantress's Presence	G	R	5.30	4.00	4.00
Endemic Plague	В	R	3.00	3.00	3.00

				1_		714
Entrails Feaster		В	R	4.00	3.00	3.00
Erratic Explosion		R	C	0.25	0.25	0.25
Essence Fracture		Ü	Ŭ	1.00	0.80	0.50
Everglove Courier		G	Ū	1.00	1.00	0.50
Exalted Angel		W	R	8.00	7.00	6.00
Explosive Vegetation		G	U	1.00	1.00	0.50
Fade from Memory		В	Ū	1.00	0.80	0.50
Fallen Cleric		B B	C R	0.25	0.25	0.25
False Cure Feeding Frenzy		В	U	4.00	4.00 1.00	3.00 0.50
Festering Goblin		В	C	0.25	0.25	0.25
Fever Charm		R	Č	0.25	0.25	0.25
Flamestick Courier		R	U	1.00	0.80	0.50
Fleeting Aven		U	U	1.00	0.80	0.50
Flooded Strand		L	R	7.00	7.00▲	6.00
Foothill Guide		W	C	0.25	0.25	0.25
Forest Forgotten Cave		L	C	0.25	0.10 0.25	0.10 0.25
Frightshroud Courier		В	Ü	1.00	1.00	0.50
Future Sight		U	R	7.50	5.00	4.00
Gangrenous Goliath		В	R	4.00	3.00	3.00
Ghosthelm Courier		U	U	1.00	1.00	0.50
Gigapede		G	R	5.30	5.00	5.00
Glarecaster		W	R	4.00	4.00	3.00
Glory Seeker		W	C	0.25	0.25	0.25
Gluttonous Zombie		B	U	1.00	0.80	0.50
Goblin Burrows Goblin Machinist		Ř	U	1.00	1.00 1.00	0.80
Goblin Piledriver		R	R	5.50	5.00	5.00
Goblin Pyromancer		R	R	4.00	3.00	3.00
Goblin Sharpshooter		R	R	5.00	4.00	3.00
Goblin Sky Raider		R	C	0.25	0.25	0.25
Goblin Sledder		R	C	0.25	0.25	0.25
Goblin Taskmaster		R	C	0.25	0.25	0.25
Grand Coliseum		L	R	8.00	7.00 🛦	6.00
Grand Melee Grassland Crusader		R W	R	3.00 0.25	3.00 0.25	3.00 0.25
Gratuitous Violence		R	R	6.00	4.00	4.00
Gravel Slinger		W	C	0.25	0.25	0.25
Gravespawn Sovereign		В	Ř	5.00	3.00	3.00
Graxiplon		Ū	U	1.00	0.80	0.50
Grinning Demon		В		12.50	12.00	8.00
Gustoloak Harrier		W	C	0.25	0.25	0.25
Gustcloak Runner		W	C	0.35	0.25	0.25
Gustcloak Savior		W	R	4.00	3.00	3.00
Gustcloak Sentinel Gustcloak Skirmisher		W	U	1.00	1.00	0.50
Harsh Mercy		W	R	5.00	4.00	3.00
Haunted Cadaver		В	C	0.25	0.25	0.25
Head Games		В	Ř	5.00	3.00	3.00
Headhunter		В	Ü	1.00	1.00	0.50
Heedless One		G	U	1.30	1.00	0.50
Hystrodon		G	R	8.00	7.00	5.00
Imagecrafter		U	C	0.35	0.25	0.25
Improvised Armor		W	U	1.00	0.80	0.50
Infest		B	C	1.00	1.00 0.25	0.50 0.25
Information Dealer Inspirit		W	Ü	1.00	0.80	0.50
Insurrection		R	R	4.00	3.00	3.00
Invigorating Boon		G	Ü	1.00	1.00	0.50
Ironfist Crusher		W	Ŭ	1.00	0.80	0.50
Island		L	L	0.25	0.10	0.10
Ixidor, Reality Sculptor		U	R	5.00	4.00	4.00
IXIDOTS WIII		U	C	0.35	0.25	0.25
Jareth, Leonine Titan		W	R	6.00	6.00	5.30
Kaboom! Kamahl, Fist of Krosa		R G	R R	4.00 6.60	3.00 6.00	3.00 5.00
Kamahl's Summons		Ğ	Ü	1.00	1.00	0.50
Krosan Colossus		G	Ř	5.00	5.00 ▲	4.00
Krosan Groundshaker		G	U	1.00	0.80	0.50
Krosan Tusker		G	C	0.35	0.25	0.25
Lavamancer's Skill		R	C	0.25	0.25	0.25
Lay Waste		R	C	0.25	0.25	0.25
Leery Fogbeast Lightning Rift		G R	C	0.25	0.25	0.25
Lonely Sandbar		L	C	1.00	1.00 0.25	0.50 0.25
Mage's Guile		Ū	Č	0.25	0.25	0.25
Mana Echoes		R	R	5.00	3.00	3.00
Meddle		U	U	1.00	0.80	0.50
Menacing Ogre		R	R	3.50	3.00	3.00
Misery Charm Mistform Dreamer		B	C	0.25	0.25	0.25
		U	C	0.25	0.25	0.25
Mistform Mask Mistform Mutant		U	C	0.25 1.00	0.25 0.80	0.25 0.50
Mistform Shrieker		Ŭ	Ü	1.00	0.80	0.50
Mistform Skyreaver		U	R	5.00	4.00	3.00
Mistform Stalker		U	U	1.00	1.00	0.50
Mistform Wall		U	C	0.25	0.25	0.25
Mobilization Mountain	1	W		10.00	10.00	5.80
Mountain Mythic Proportions		L	L	0.25	0.10	0.10
Nameless One		G	R U	4.00	4.00 1.00	3.00 0.50
Nantuko Husk		В	C	0.25	0.25	0.30
Naturalize		G	C	0.50	0.25	0.25
Nosy Goblin		R	C	0.25	0.25	0.25
Nova Cleric		W	U	1.00	1.00	0.50
Oblation		W	R	5.00	4.00	4.00
Oversold Cemetery		В	R	6.00	5.00	5.00
Overwhelming Instinct		G	U	1.00	1.00	0.50
Pacifism Patriarch's Bidding		W B	C R	0.25 5.00	0.25 5.00	0.25 3.00
Patriarch's Bloding Pearlspear Courier		W	U	1.00	1.00	0.50
Peer Pressure		U	R	4.00	3.00	3.00
Piety Charm		W	C	0.25	0.25	0,25
Pinpoint Avalanche		R	C	0.25	0.25	0.25
Plains		L	L	0.25	0.10	0.10
Polluted Delta		L	R	7.00	6.60	6.00
Primal Boost Profane Prayers		G B	U	1.00	1.00 0.25	0.50 0.25
Protane Prayers Prowling Pangolin		В	U	0.35	0.25	0.25
and anyonin	H'e				P now	

			_	_	
Psychic Trance	u	R	4.00	3.00	3.00
Quicksilver Dragon	Ü	R	8.00	5.00	5.00
Ravenous Baloth	G	R	7.00	5.00	5.00
Read the Runes	Ŭ	R	7.00	7.00	5.50
Reckless One	R	Ü	1.00	1.00	1.00
Reminisce	Ü	Ū	1.00	1.00	0.80
Renewed Faith	W	C	0.35	0.25	0.25
Righteous Cause	W	U	1.30	1.00	0.80
Riptide Biologist	U	C	0.25	0.25	0.25
Riptide Chronologist	U	U	1.00	0.80	0.50
Riptide Entrancer	U	R	4.00	3.00	3.00
Riptide Laboratory	L	R	6.00	4.00	3.00
Riptide Replicator	Α	R	5.00	5.00 ▲	3.50
Riptide Shapeshifter	U	U	1.00	1.00	0.80
Risky Move	R	R	3.00	3.00	3.00
Rorix Bladewing	R	R	6.50	6.00	5.30
Rotlung Reanimator	В	R	5.00	5.00 ▲	4.00
Rummaging Wizard	U	U	1.00	0.80	0.50
Run Wild	G	U	1.00	0.80	0.50
Sage Aven	U	C	0.25	0.25	0.25
Sandskin	W	C	0.25	0.25	0.25
Screaming Seahawk	U	C	0.25	0.25	0.25
Screeching Buzzard	В		0.25	0.25	0.25
Searing Flesh	R	U	1.00	0.80	0.50
Sea's Claim	U	C	0.25	0.25	0.25
Seaside Haven	L	U	1.00	1.00	1.00
Secluded Steppe	L	С	0.25	0.25	0.25
Serpentine Basilisk	G	Ü	1.00	0.80	0.50
Severed Legion	В	C	0.25	0.25	0.25
Shade's Breath	В	U	1.00	0.80	0.50
Shaleskin Bruiser	R	U	1.00	0.80	0.50
Shared Triumph	W	R	5.00	5.00	5.00
Shepherd of Rot	В	C	0.35	0.25	0.25
Shieldmage Elder	W	Ū	1.00	0.80	0.50
Shock	R	C	0.35	0.25	0.25
Sigil of the New Dawn	W	R	5.00	4.00	3.00
Silent Specter	В	R	5.00	4.00	3.00
Silklash Spider	G	R	4.00	3.00	3.00
Silvos, Rogue Elemental	G	R	7.50	6.00	5.00
Skirk Commando	R	C	0.25	0.25	0.25
Skirk Fire Marshal Skirk Prospector	R	R	5.00	4.00	3.00
	R	C	0.25	0.25	0.25
Skittish Valesk	A	R	1.00 5.00	0.80 5.00	0.50
Slate of Ancestry Slice and Dice	R	Ü	1.00	1.00	4.00 0.50
Slipstream Eel	Ü	C	0.25	0.25	0.25
Smother	В	Ü	2.00	1.00	1.00
Snapping Thragg	R	Ü	1.00	0.80	
Snarling Undorak	G	C	0.25	0.25	0.50 0.25
Solar Blast	R	Č	0.25	0.25	0.25
Soulless One	В	Ŭ	1.00	1.00	0.50
Sparksmith	R	Č	0.25	0.25	0.25
Spined Basher	В	Č	0.25	0.25	0.25
Spitfire Handler	R	Ŭ	1.00	1.00	0.50
Spitting Gourna	G	Č	0.25	0.25	0.25
Spurred Wolverine	R	Č	0.35	0.25	0.25
Spy Network	Ü	Č	0.35	0.25	0.25
Stag Beetle	G	R	4.00	4.00	3.00
Standardize	Ü	R	4.00	3.00	3.00
Starlit Sanctum	L	U	1.00	1.00	1.00
Starstorm	R	R	6.00	5.00	5.00
Steely Resolve	G	R	5.00	5.00	4.00
Strongarm Tactics	В	R	3.80	3.00	3.00
Sunfire Balm	W	U	1.00	0.80	0.50
Supreme Inquisitor	U	R	5.00	5.00	4.00
Swamp	L	L	0.25	0.10	0.10
Swat	В	C	0.25	0.25	0.25
Symbiotic Beast	G	U	1.00	0.80	0.50
Symbiotic Elf	G	C	0.25	0.25	0.25
Symbiotic Wurm	G	R	5.00	4.50	4.00
Syphon Mind	В	C	0.25	0.25	0.25
Syphon Soul	В	C	0.25	0.25	0.25
Taunting Elf	G	Ü	0.25	0.25	0.25
Tempting Wurm	G	R	6.00	4.00	3.00
Tephraderm	R	R	5.00	3.00	3.00
Thoughtbound Primoc	R	U	1.00	0.80	0.50
Thrashing Mudspawn	В	U	1.00	0.80	0.50
Threaten	R	U	1.00	1.00	0.50
Thunder of Hooves	R	U	1.00	0.80	0.50
Towering Baloth	G	U	1.00	0.80	0.50
Trade Secrets Tranquil Thicket	L	R	6.00	5.00	4.50
Treespring Lorian	G	C	0.25	0.25 0.25	0.25 0.25
11000pring Collail	d	0	0.20	0.20	0.20
Starstorm				X 2	200







	_			
Tribal Golem	A	R 4.00	3.00	3.00
Tribal Unity	G	U 1.00	1.00	0.50
Trickery Charm	U	C 0.25	0.25	0.25
True Believer	W	R 5.30	5.00	4.00
Undead Gladiator	В	R 5.30	5.00 4	4.00
Unholy Grotto	L	R 5.00	4.00	3.00
Unified Strike	W	C 0.25	0.25	0.25
Venomspout Brackus	G	U 1.00	1.00	0.50
Visara the Dreadful	В	R 8.00	7.50	6.00
Vitality Charm	G	C 0.25	0.25	0.25
Voice of the Woods	G	R 6.00	6.00	5.00
Voidmage Prodigy	ŭ	R 14.00	12.00	8.00
Walking Desecration	В	U 1.00	1.00	0.50
Wall of Mulch	G	U 1.00	0.80	0.50
Wave of Indifference	Ř	C 0.25	0.25	0.25
Weathered Wayfarer	w	R 6.00	4.60	3.80
Weird Harvest	G	R 5.00	4.00	
Wellwisher	G	C 0.50	0.25	0.25
Wheel and Deal	Ŭ	R 4.00	3.00	3.00
Whipcorder	W	U 1.00	1.00	0.50
Windswept Heath	L	R 7.00	6.80 4	6.00
Wirewood Elf	G	C 0.35	0.25	0.25
Wirewood Herald	G	C 0.35	0.25	0.25
Wirewood Lodge	L	U 1.00	1.00	1.00
Wirewood Pride	Ğ	C 0.35	0.25	0.25
Wirewood Savage	G	C 0.35	0.25	0.25
Withering Hex	В	U 1.00	0.80	0.50
Wooded Foothills	Ĺ	R 7.00	6.60	
Words of War	Ř	R 5.00	5.00	
Words of Waste	В	R 4.30	3.80	3.00
Words of Wilding	G	R 5.30	5.00	4.00
Words of Wind	Ü	R 5.00	4.00	4.00
Words of Worship	W	R 4.00	4.00	3.00
Wretched Anurid	В	C 0.25	0.25	0.25
Total	D	741.75	630.6	520.90
TOTAL		171.10	000.0	020.00



Foil Common cards	1.00	1.00	1.00
Foil Uncommon cards	3.00	3.00	2.00
Foil Rare cards	8.00	7.00	6.00
Booster Pack	3.30	3.30	3.00
Pre-Constructed Deck	10.00	10.00	9.70
Booster Box	94.75		88.00
Pre-Constructed Deck Box	98.25	93.00	89.25
Legions Foil Set	502.50		500.00
Legions Set	305.00		252.00

TOP FOIL CARDS	COL	RAR UPR	MED	LUW
Akroma, Angel of Wrath	W	R 25.00	18.00	8.00
Bane of the Living	В	R 10.00	10.00	8.00
Caller of the Claw	G	R 15.00	10.50	8.00
Hollow Specter	В	R 12.00	10.00	8.00
Imperial Hellkite	R	R 12.00	10.00	8.00
Kilnmouth Dragon	R	R 15.00	12.00	8.00
Phage the Untouchable	В	R 25.00	17.50	8.00
Riptide Mangler	U	R 10.50	10.00	8.00
Scion of Darkness	В	R 20.00	12.00	10.00
Seedborn Muse	G	R 12.00	10.50	8.00
Toxin Sliver	В	R 10.00	10.00	7.00
				_

Toxin Sliver	В	R	10.00	10.00	7.00
CARD NAME	COL	RAR	UPR	MED	LOW
Akroma, Angel of Wrath	W	R	12.00	10.00	6.00
Akroma's Devoted	W	U	1.00	1.00	0.80
Aphetto Exterminator	В	U	1.00	1.00	1.00
Aven Envoy	U	C	0.25	0.25	0.25
Aven Redeemer	W	C	0.25	0.25	0.25
Aven Warhawk	W	U	1.00	1.00	0.80
Bane of the Living	В	R	6.00	5.00	5.00
Beacon of Destiny	W	R	4.00	4.00	3.00
Berserk Murlodont	G	C	0.25	0.25	0.25
Blade Sliver	R	U	1.00	1.00	1.00
Blood Celebrant	В	C	0.25	0.25	0.25
Bloodstoke Howler	R	C	0.25	0.25	0.25
Branchsnap Lorian	G	U	1.00	1.00	1.00
Brontotherium	G	U	1.00	1.00	0.80
Brood Sliver	G	R	5.00	5.00	5.00
Caller of the Claw	G	R	7.00	6.00	5.00
Canopy Crawler	G	U	1.00	1.00	0.80
Celestial Gatekeener	W	R	5.00	4 00	3.00

ıng					
Cephalid Pathmage	U	С	0.25	0.25	0.25
Chromeshell Crab	U	R	4.00	4.00	3.00
Clickslither Cloudreach Cavalry	R	R	5.00	5.00	3.00 1.00
Corpse Harvester	В	Ű	1.00	1.00	1.00
Covert Operative Crested Craghorn	U R	C	0.25	0.25 0.25	0.25 0.25
Crookclaw Elder	U	U	1.00	1.00	0.80
Crypt Sliver Dark Supplicant	B	C	0.25 1.00	0.25	0.25 1.00
Daru Mender	W	U	1.00	1.00	0.80
Daru Sanctifier Daru Stinger	W	C	0.25	0.25 0.25	0.25 0.25
Deathmark Prelate	В	U	1.00	1.00	1.00
Defender of the Order Defiant Elf	G	R	4.00 0.25	4.00 0.25	3.00 0.25
Deftblade Elite	W	C	0.25	0.25	0.25
Dermoplasm Dreamborn Muse	U	R R	5.00	4.00	3.00 4.00
Drinker of Sorrow	В	R	5.00	5.00	4.00
Dripping Dead	В	C	0.25	0.25	0.25
Earthblighter Echo Tracer	B	C	1.00 0.25	1.00	1.00 0.25
Elvish Soultiller	G	R	5.00	4.00	3.00
Embalmed Brawler Enormous Baloth	B	C	0.25	0.25	0.25
Essence Sliver	W	R	5.00	5.00	5.00
Feral Throwback Flamewave Invoker	G	R	4.00 0.25	4.00 0.25	4.00 0.25
Frenetic Raptor	R	U	1.00	1.00	0.80
Fugitive Wizard Gempalm Avenger	W	C	0.25	0.25 0.25	0.25 0.25
Gempalm Incinerator	R	U	1.00	1.00	1.00
Gempalm Polluter	В	C	0.25	0.25	0.25
Gempalm Sorcerer Gempalm Strider	U	U	1.00	1.00	1.00
Ghastly Remains	В	R	4.00	4.00	3.00
Glintwing Invoker Glowering Rogon	G	C	0.25	0.25	0.25 0.25
Glownider	W	R	5.00	5.00	5.00
Goblin Assassin Goblin Clearcutter	R	U	1.00	1.00	0.50 1.00
Goblin Dynamo	R	Ü	1.00	1.00	0.80
Goblin Firebug	R	C	0.25	0.25	0.25
Goblin Goon Goblin Grappler	R	R	5.00	4.00 0.25	3.00 0.25
Goblin Lookout	R	C	0.25	0.25	0.25
Goblin Turncoat Graveborn Muse	B	C R	0.25 5.00	0.25 5.00	0.25 4.00
Havoc Demon	В	R	6.00	5.00	4.50
Hollow Specter	B	R	6.00 0.25	5.50 0.25	5.00 0.25
Hundroog Hunter Sliver	R	C	0.25	0.25	0.25
Imperial Hellkite	R	R	6.00	5.50	5.00
Infernal Caretaker Keeneye Aven	B	C	0.25	5.50 0.25 0.25	0.25 0.25
Keeper of the Nine Gales	U	R	6.00	4.00	3.00
Kilnmouth Dragon Krosan Cloudscraper	R	R R	7.00 8.00	6.00 5.00	5.00 4.00
Krosan Vorine	G	C	0.25	0.25	0.25
Lavaborn Muse Liege of the Axe	R	R	5.00	5.00	3.00 0.80
Lowland Tracker	W	C	0.25	0.25	0.25
Macetail Hystrodon	R	C R	0.25 5.00	0.25 5.00	0.25 5.00
Magma Sliver Master of the Veil	Ü	U	1.00	1.00	0.80
Merchant of Secrets	U	C	0.25	0.25	0.25
Mistform Seaswift Mistform Sliver	U	C	0.25	0.25	0.25 0.25
Mistform Ultimus	Ü	R	5.00	4.00	3.00
Mistform Wakecaster Nantuko Vigilante	U	C	1.00 0.25	1.00	1.00 0.25
Needleshot Gourna	G	C	0.25	0.25	0.25
Noxious Ghoul Patron of the Wild	B	C	1.00	1.00 0.25	0.80 0.25
Phage the Untouchable	В	R	10.00	7.00	5.00
Planar Guide Plated Sliver	W	R C	5.00 0.25	4.00 0.25	3.00 0.25
Primal Whisperer	G	R	4.00	4.00	3.00
Primoc Escapee	U	C	1.00	1.00	0.80 0.25
Quick Sliver Ridgetop Raptor	R	U	1.00	1.00	0.25
Riptide Director	U	R	5.00	5.00	4.00
Riptide Mangler Rockshard Elemental	U R	R R	6.00 5.00	5.00 4.00	5.00 3.00
Root Sliver	G	U	1.50	1.00	1.00
Scion of Darkness Seedborn Muse	B	R R	10.00	6.00	5.00 5.00
Shaleskin Plower	R	C	0.25	0.25	0.25
Shifting Sliver	U	U	1.50 0.25	1.00	1.00 0.25
Skinthinner Skirk Alarmist	R	R	5.00	0.25 4.00	4.00
Skirk Drill Sergeant	R	U	1.00	1.00	0.80
Skirk Marauder Skirk Outrider	R	C	0.25	0.25 0.25	0.25 0.25
Smokespew Invoker	В	C	0.25	0.25	0.25
Sootfeather Flock Spectral Sliver	B	C	1.00	1.00	0.25 1.00
Starlight Invoker	W	C	0.25	0.25	0.25
Stoic Champion Stonewood Invoker	W	C	1.00 0.25	1.00 0.25	1.00 0.25
Sunstrike Legionnaire Swooping Talon	W	R	4.00	4.00	3.00
Swooping Talon Synapse Sliver	W	U R	1.00 5.00	1.00	0.80 4.00
Timberwatch Elf	G	C	0.25	0.20	0.25
Totem Speaker	G	U R	1.00	1.00	0.80
Toxin Sliver Tribal Forcemage	G	R	5.00	5.00	5.00 4.00
Unstable Hulk	R	R	4.00	4.00	3.00
Vexing Beetle Vile Deacon	G B	R	5.00	4.00 0.25	3.00 0.25
cklists san the			J.E.U	3.20	5.20

Voidmage Apprentice Wall of Deceit Wall of Deceit Wall of Hope Warbreak Trumpeter Ward Sliver Warped Researcher Weaver of Lies Whipgrass Entangler White Knight Willbender Windborn Muse Wingbeat Warrior Wirewood Channeler Wirewood Hivemaster Wirtered Wretch Zombie Brute Total	W W W W W G G B B	CUCUURCUURCUUU	0.25 1.00 0.25 1.00 1.50 1.00 4.00 0.25 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00	0.25 1.00 0.25 1.00 1.00 4.00 0.25 1.00 1.00 5.00 1.00 1.00 1.00 1.00 276.75	0.2 0.5 0.2 1.0 1.0 3.0 0.2 1.0 5.0 0.2 1.0 1.0 0.8 232.4
SLUED ASTREE DANGE	VEI	UNG	TOLL	94 C	ards
Unglued Set Unglued Booster Box Unglued Booster Pack			95.00 95.00 4.80	83.00 A 185.00 A 3.90	78.0 121.0 3.1
CARD NAME	COL	RAR	LIPR	MED	1.0

THE REAL PROPERTY AND ADDRESS OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN C		LUED	TO LE		
PLUED MOLUED DWGLU	E I	UNGL	UEI	94 C	ards
Unglued Set Unglued Booster Box			95.00 05.00	83.00 A	78.00 121.00
Unglued Booster Pack			4.80	3.90	3.10
	COL		UPR	MED	LOW
Ashnod's Coupon B.F.M. (Big Furry Monster)-L	A	R	3.30 8.50	2.50 6.40 A	2.00 5.00
B.F.M. (Big Furry Monster)-R	В	R	8.50	6.40	5.00
Blacker Lotus Bronze Calendar	A	R	5.00	4.50 0.50	4.00 0.50
Bureaucracy	Ü	Ř	2.00	2.00	1.50
Burning Cinder Fury of Crimson Chaos Fire	R	R	2.10	2.00	1.50
Cardboard Carapace	G	R	3.00	2.50 ▼	2.00
Censorship Chaos Confetti	U	C	0.90	0.50	0.50 0.25
Charm School	W	U	0.70	0.50	0.50
Checks and Balances Chicken a la King	U	U R	0.70 3.00	0.50 2.30 V	0.50 1.90
Chicken Egg	R	C	0.25	0.25	0.20
Clam Session Clambassadors	U	C	0.25	0.25 0.25	0.20 0.20
Clam-I-Am	Ü	C	0.25	0.25	0.20
Clay Pigeon	A	U	0.70	0.50	0.50 0.50
Common Courtesy Deadhead	В	C	0.25	0.25	0.20
Denied! Double Cross	UB	C	0.25 0.25	0.25 0.25	0.20 0.20
Double Deal	R	C	0.25	0.25	0.20
Double Dip	W	C	0.25	0.25	0.20
Double Play Double Take	U	C	0.25	0.25 0.25	0.20 0.20
Elvish Impersonators	G	C	0.25	0.25	0.20
Flock of Rabid Sheep Forest	G	C	0.70	0.50 0.80	0.50
Fowl Play	U	C	0.25	0.25	0.20
Free-for-All Free-Range Chicken	G	C	0.25	2.00 v 0.25	0.20
Gerrymandering	G	U	0.70	0.50	0.50
Get a Life Ghazban Ogress	W	C	0.70 0.25	0.50 0.25	0.50
Giant Fan	A	R	3.00	2.00 ₹	2.00
Goblin Goblin Bookie	R R	C	2.00 0.25	1.00 0.25	0.60 0.20
Goblin Bowling Team	R	C	0.40	0.25	0.25
Goblin Tutor Growth Spurt	R G	C	0.90	0.50	0.50 0.20
Gus	G	C	0.25	0.25	0.20
Handcuffs Hungry Hungry Heifer	B G	U	0.70	0.50 0.50	0.50 0.50
Hurloon Wrangler	R	C	0.25	0.25	0.20
I'm Rubber, You're Glue Incoming!	W	R	3.00	2.50 v 2.30 v	2.00
Infernal Špawn of Evil Island	B	R	5.00	5.00	4.10 0.20
Jack-in-the-Mox	A	C R	1.50 3.60	3.00	2.90
Jalum Grifter	R A	R	2.80	2.00	2.00
Jester's Sombrero Jumbo Imp	B	U	0.70	0.50	1.90 0.50
Knight of the Hokey Pokey	W	C	0.40 0.25	0.25	0.20
Krazy Kow Landfill	R	C R	2.60	2.00	1.50
Lexivore Look at Me, I'm the DCI	W	U R	0.70	0.50 2.50	0.50
Mesa Chicken	W	C	3.10 0.25	0.25	0.20
Mine, mine, mine!	G	R	3.00	3.00	2.00
Mirror Mirror Miss Demeanor	W	Ü	0.90	0.50	0.50
Mountain	R	C	1.30	0.80	0.20 1.90
Once More with Feeling Organ Harvest	W	C	2.00 0.25	0.25	0.20
Ow	B	R	3.00 0.25	2.30 0.25	1.90 0.20
Paper Tiger Pegasus	W	Ü	1.00	1.00	0.20
Plains	W	C	1.30	0.80	0.20
Poultrygeist Prismatic Wardrobe	B W	C	0.25 0.25	0.25	0.20 0.20
Psychic Network	U	R	2.10	2.00	2.00
Ricochet Rock Lobster	R A	C	0.70 0.25	0.50 0.25	0.50 0.20
Scissors Lizard	A	C	0.25	0.25	0.20
Sex Appeal Sheep	W	C	0.25 1.00	0.25	0.20 0.70
Soldier	W	U	1.00	0.80	0.50
Sorry Spark Fiend	U R	U R	0.70 2.40	0.50 2.00	0.50
Spatula of the Ages	A	U	0.90	0.50	1.50 0.50
			147		

Squirrel	G	U	3.50	1.50	2002	0.90
Squirrel Farm	G	Ř	4.00	3.00	1	2.30
Strategy, Schmategy	R	R	3.00	2.80	,	2.00
Swamp	В	C	1.50	0.80	î	0.25
Team Spirit	G	C	0.25	0.25		0.20
Temp of the Damned	В	C	0.25	0.25		0.20
The Cheese Stands Alone	W	R	3.00	3.00		2.20
The Ultimate Nightmare of						
WotC CS	U	U	0.90	0.50		0.50
Timmy, Power Gamer	G	R	4.00	3.50	Ä	3.00
Urza's Contact Lenses	Α	U	0.70	0.50	Congres of	0.50
Urza's Science Fair Project	Α	U	0.90	0.50	Section .	0.50
Volrath's Motion Sensor	В	U	0.90	0.50	CHOOL	0.50
Zombie	В	U	2.00	1.00	OWNER	0.70
Total		1	41.40	110.90	SCIENCE CONTRACT	88.60



	The same		
Starter Set	175.00	175.00	163.00
Starter Starter Deck Box	78.75	72.50	66.25
Starter Theme Deck Box	80.00	80.00	80.00
Starter Booster Box	77.50	71.00 🛦	66.25
Starter 2-Player Gift Box	18.50	15.75	13.75
Starter Starter Deck	10.75	10.00	8.70
Starter Theme Deck	9.00	8.50	8.00
Starter Booster Pack	3.30	3.10	2.70

Starter booster Pack			3.30	3.10	2.70
CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Horror	В	R	3.00	3.00	3.00
Air Elemental	Ū	Ü	1.00	0.70	0.50
Alluring Scent	G	R	3.00	3.00	3.00
Alluring Scent Ancient Craving	В	R	3.00	3.00	3.00 2.40
Angel of Light	W	Ü	3.00 3.00 2.00	3.00 3.00 0.80	0.70
Angel of Mercy	W	Ŭ	1.60	1.30	0.70
Angelic Blessing	W	C	0.35	0.25	0.10
Archangel	W	Ř	6.00	5.50	4.80
Ardent Militia	W	Ü	1.00	5.50 0.70	0.50
Armageddon	W	R	11.00	8.00	7.00
Barbtooth Wurm	G	C	0.35	0.25	0.10
Bargain	W	Ü	1.00	0.80	0.70
Blinding Light	W	Ř	4.00	3.00	3.00
Bog Imp	В		0.35	0.00	0.10
Ron Raiders	В	C	0.35 0.35 1.00	0.25 0.25 0.70	0.10
Bog Raiders Bog Wraith	В	Ü	1.00	0.20	0.50
Border Guard	W	C	0.35	0.25	0.10
Breath of Life	W	Ü	1.00	0.60	0.50
Bull Hippo	G	Ü	1.00	0.70	0.50
Champion Lancer	W	R	3.00	3.00	3.00
Charging Paladin	W	Ü	1.00	0.80	0.50
Chorus of Woe	В	Č	0.35	0.25	0.50 0.10
Cinder Storm	Ř	Ü	1.00	0.70	0.50
Coercion	В	Ü	1.00	1.00	0.70
Coral Eel	Ü	C	0.35	0.25	0.10
Counterspell	Ü	Ü	1.00	0.20	0.10
Dakmor Ghoul	В	Ü	1.00	0.60	0.50 0.50
Dakmor Lancer	В	R	3.40	3.00	3.00
Dakmor Plague	В	Ü	1.00	0.70	0.50
Dakmor Scorpion	В	C	0.35	0.25	0.10
Dakmor Sorceress	В	R	10.00	4.50 ▲	3.00
Dark Offering	В	Ü	1.00	0.70	0.50
Denizen of the Deep	Ü	R	6.00	4.50	3.00
Devastation	R	R	6.00	4.00	0.50 3.00 3.00
Devoted Hero	W	C	0.35	0.25	0.10
Devout Monk	W	C	0.35	0.25	0.10
Dread Reaper	В	R	5.00	4.00 4	3.00
Durkwood Boars	G	C	0.00	4.00 A 0.25 0.25	0.10
Eager Cadet	W	CX	0.35	0.25	0.15
Earth Elemental	R	U	1.00	0.70	0.50
Exhaustion	Ü	Ü	1.00	0.70	0.50
Extinguish	Ü	C	0.35	0.70	0.10
Eye Spy	Ü	Ü	1.00	0.25 0.70	0.50
False Peace	W	Ü	1.00	0.70	0.50
Feral Shadow	В	C	0.35	0.25	0.10
Fire Elemental	R	Ŭ	1.00	0.70	0.50
Fire Tempest	R	Ř	4.00	4.00	3.00
Foot Soldiers	W	C	0.50	4.00 0.25 0.10	0.10
Forest (4 Variants)	L	Ľ	0.50 0.15	0.10	0.10
Gerrard's Wisdom	W	R	5.00	3.00 ₹	3.00
Giant Octopus	Ü	C	0.35	0.25	0.10
Goblin Cavaliers	R	Č	0.35	0.25	0.10
Goblin Chariot	R	Č	0.35	0.25	0.10
Goblin Commando	R	Ŭ	1.00	0.25 0.70	0.50 0.70
Goblin General	R	Ŭ	1.90	1.00	0.70
Goblin Glider	R	Ŭ	1.00	0.60	0.50
Goblin Hero	R	RX		2.70	2.00
Goblin Lore	R	U	1.00	0.70	0.50
Goblin Mountaineer	R		0.35	0.70 0.25	0.10
Goblin Settler	R	C	0.35 1.00	0.80	0.70
Gorilla Warrior	G	C	0.35	0.25	0.10
Gravedigger	В	Ŭ	1.00	0.25 0.70	0.50
Grim Tutor	В	R	6.50 0.35 0.35	5.00	3.80
Grizzly Bears	G		0.35	0.25	0.10
Hand of Death	В	C	0.35	0.25 0.25	0.10
Hollow Dogs	В	C	0.35	0.25	0.10
Howling Fury	В	Ü	1.00	0.70	0.50
Hulking Goblin	R	C	0.35	0.25	0.50 0.10
Hulking Ogre	R	Ü	1.00	0.70	0.10
Ingenious Thief	Ü	C	0.35	0.70	0.10
Island (4 Variants)	L	Ĺ	0.35	0.10	0.10
Jagged Lightning	R	Ū	1.00	0.10	
Knight Errant	W	C	0.35	0.70	0.50
	R	R	1.00 0.35 5.00	0.25	
Last Chance			0.00	4.00	3.00
Lava Axe Lone Wolf	R	C	0.35	0.25 0.25	0.10
	W	R	3.50		0.10
Loyal Sentry				3.00	3.00
Lynx	G	U	1.00	0.60	0.50
low from your loc	al g	an	ne re	etaile	r

Buying Unopened Magic Boxes

\$\$\$ CASH PAID \$\$\$

Tired of shipping your boxes and waiting days and days to get paid? Or running them on E-bay and hoping they sell?

Not only do we overnight payment the day we receive your boxes for any order over \$1000, but if you want actual cash - We can send that too! For large deals we can even travel and buy them in person or arrange to pay for your shipping!

> Every week we spend over \$150,000,00 on unopened boxes so sell to us with confidence (Multiple Bank/Industry references available).

> > Please call or e-mail with any questions you might have. Thank you.

Alpha Booster	Call/Email
Alpha Starter	
Beta Booster	\$7,500
Beta Starter	
Beta Starter Deck	\$470
Unlimited Booster	63 000
Unlimited Starter	\$2,700
Unlimited Starter Deck	\$260
3rd Edition (Revised) Booster	\$285
3rd Edition (Revised) Starter	\$200
4th Edition Booster	\$140
4th Edition Starter	469
5th Edition 2-Player Starter	000
5th Edition Booster	
5th Edition Starter	
6th Edition 2-Player Starter	۵۱چ
6th Edition Booster	
6th Edition Starter	
7th Edition 2-Player Starter	2CQ
7th Edition Booster	
7th Edition Pre-Con	
Alliances Booster	
Antiquities Booster	04 000
Antiquities Booster	
Aposelypse Booster	502
Apocalypse Pre-Con	
Arablan Nights Booster	\$5,000
Battle Royal Gift Set	
Chronicles Booster	\$140
Collector's Set (Int'l) Opened/Sealed	\$325/\$375
Collector's Set (USA) Opened/Sealed	\$350/\$400

Dark Booster	\$290
Exodus Booster	
Exodus Pre-Con	\$120
Fallen Empires Booster	\$60
Homelands Booster	\$55
Ice Age Booster	\$135
Ice Age Starter	\$110
Invasion Booster	\$70
Invasion Pre-Con	\$55
Invasion Starter	
Judgment Booster	\$55
Judgment Pre-Con	\$70
Legends Booster	\$1,000
Legions Booster	.Call/Email
Legions Pre-Con	
Mercadian Masques Booster	\$65
Mercadian Masques Pre-Con	
Mercadian Masques Starter	\$70
Mirage Booster	\$135
Mirage Starter	\$85
Nemesis Booster	\$52
Nemesis Pre-Con	\$80
Odyssey Booster	\$55
Odyssey Pre-Con	\$53
Odyssey Starter	\$58
Onslaught Booster	\$56
Onslaught Pre-Con	\$58
Onslaught Starter	\$58
Planeshift Booster	\$58 \$70
Planeshift BoosterPlaneshift Pre-Con	\$58 \$70

Portal 1 Booster	\$50
Portal 2: Second Age Booster	
Portal 2: Second Age Pre-Con	\$100
Portal 3: 3 Kingdoms Booster	\$160
Prophecy Booster	\$77
Prophecy Pre-Con	\$105
Stronghold Booster	\$100
Stronghold Pre-Con	\$105
Tempest Booster	\$240
Tempest Pre-Con	\$110
Fempest Starter	
Forment Booster	\$60
Forment Pre-Con	
Jnglued Booster	
Jrza's Destiny Booster	
Jrza's Destiny Pre-Con	
Jrza's Legacy Booster	
Jrza's Legacy Pre-Con	
Jrza's Saga Booster	
Jrza's Saga Pre-Con	
Jrza's Saga Starter	
Visions Booster	
Weatherlight Booster	\$75

TOLL FREE: 1-888-440-9787



Visit us at the following shows:

Origins - June 26-29th - Columbus, Ohio Gencon - July 24-27th - Indianapolis, Illinois



Dave and Adam's Card World 4230 Ridge Lea Rd. Amherst, NY 14226 Toll Free: 1-888-440-9787

Fax: 716-838-9896



Man-o'-War	U	U	1.00	0.70	0.50
Merfolk of the Pearl Trident	U	CX	0.30	0.25	0.15
Mind Rot	B	C RX	0.35	0.25	0.10
Mons's Goblin Raiders Monstrous Growth	G	C	3.00 0.35	2.70 0.25	2.00 0.10
Moon Sprite	G	Ü	1.00	0.80	0.10
Mountain (4 Variants)	L	Ĺ	0.15	0.10	0.10
Muck Rats	В	Č	0.35	0.25	0.10
Natural Spring	G	Ü	1.00	0.70	0.50
Nature's Cloak	G	R	4.00	3.00	3.00
Nature's Lore	G	C	0.35	0.25	0.10
Norwood Archers	G	C	0.35	0.25	0.10
Norwood Ranger	G	C	0.35	0.25	0.10
Ogre Warrior	R	С	0.35	0.25	0.10
Owl Familiar	U	U	1.00	0.70	0.50
Path of Peace	W	C	0.35	0.25	0.10
Phantom Warrior Piracy	Ü	R	4.00 3.00	3.00	3.00
Plains (4 Variants)	Ĺ	L	0.15	0.10	0.10
Pride of Lions	G	Ū	1.00	0.90	0.70
Psychic Transfer	Ü	R	3.00	3.00	2.40
Raging Goblin	R	C	0.35	0.25	0.10
Raise Dead	В	Č	0.35	0.25	0.10
Ransack	U	R	4.20	3.50	3.00
Ravenous Rats	В	U	1.00	0.60	0.50
Relearn	U	U	1.00	0.70	0.50
Relentless Assault	R	R	6.00	5.00	4.00
Remove Soul	Ü	С	0.35	0.25	0.10
Renewing Touch	G	U	1.00	0.70	0.50
Righteous Charge	W	U R	1.00	0.60 3.00	0.50 3.00
Righteous Fury Royal Falcon	W	CX	3.50 0.30	0.25	0.15
Royal Trooper	W	U	1.00	0.60	0.50
Sacred Nectar	W	C	0.35	0.25	0.10
Scathe Zombies	В	CX	0.30	0.25	0.15
Scorching Spear	R	C	0.35	0.25	0.10
Sea Eagle	U	CX	0.30	0.25	0.15
Serpent Warrior	В	C	0.35	0.25	0.10
Shrieking Specter	В	U	1.00	0.70	0.50
Silverback Ape	G	U	1.00	0.70	0.50
Sleight of Hand	U	C	0.50	0.25	0.10
Snapping Drake	U	С	0.35	0.25	0.10
Soul Feast	B	Ü	1.00	0.70	
Southern Elephant	R	C	1.00	0.60	0.10
Spitting Earth Squall	G	C	0.35	0.25	0.10
Steadfastness	W	C	0.35 0.35	0.25	0.10
Stone Rain	R	C	0.35	0.25	0.10
Storm Crow	U	C	0.35	0.25	0.10
Stream of Acid	В	U	1.00	0.70	0.50
Summer Bloom	G	R	5.00	3.00	3.00
Swamp (4 Variants)	L	L	0.15	0.10	0.10
Sylvan Basilisk	G	R	3.00	3.00	3.00
Sylvan Yeti	G	R	4.00	3.00	3.00
Thorn Elemental	R	R	6.00	6.00	5.50 4.00
Thunder Dragon Tidings	Ü	U	1.00	7.00 0.70	0.50
Time Ebb	ŭ	C	0.50	0.70	0.10
Time Warp	Ŭ	R	8.00	6.00	5.00
Touch of Brilliance	U	C	0.35	0.25	0.10
Trained Orgg	R	R	3.00	3.00	3.00
Tremor	R	C	0.35	0.25	0.10
Undo	U	U	1.00	0.70	0.50
Untamed Wilds	G	Ü	1.00	0.70	0.50
Venerable Monk	W	C	0.35	0.25	0.10
Vengeance	W	U	1.00	0.70	0.50
Veteran Cavalier	U	U R	1.00	0.70 3.30	0.50 3.00
Vizzerdrix Volcanic Dragon	R	R		5.00	4.00
Volcanic Dragon Volcanic Hammer	R	C	6.50 0.35	0.25	0.10
Water Elemental	Ü	Ŭ	1.00	0.70	0.50
Whiptail Wurm	G	U	1.00	0.70	0.50
Whirlwind	G	R	4.00	3.00	3.00
Wicked Pact	В	R	5.00	3.00	3.00
Wild Griffin	W	С	0.35	0.25	0.10
Wild Ox	G	U	1.00	0.70	0.50
Willow Elf Wind Drake	G	CX	0.30	0.25 0.25	0.15
Wind Sail	Ü	Ü	1.00	0.25	0.10
Wood Elves	G	U	1.00	0.70	0.50
Total	-		71.15	196.95	157.70
				dis.	

STATE STATE STATE			PRESENTATION OF THE PROPERTY O	17774711147
P	0	rt	8	



1 OIL	21] 2	200 Ca	irds
Portal Set	12/0/00/00		25.00 81.75	125.00	125.00
Portal Starter Box Portal Booster Box		10	05.00	41.50 A 100.00	32.00 88.75
Portal Starter Deck Portal Booster Pack			10.25	7.90 ▲ 3.00	5.70 3.00
	COL	RAR	UPR	MED	LOW
Alabaster Dragon	W	R	5.50	4.30	4.00
Alluring Scent Anaconda (ver. 1)	G	R	3.10 0.90	3.00 0.60	2.80 0.50
Anaconda (ver. 2)	G	U	1.00	0.60	0.50
Ancestral Memories Angelic Blessing	W	R	3.00 0.30	3.00 0.25	3.00 0.10
Archangel Ardent Militia	W	R	9.30 0.90	8.00	6.50 0.50
Ármageddon	W		12.50	0.60 10.00 v	6.00
Armored Pegasus Arrogant Vampire	W	C	1.00	0.25	0.10
Assassin's Blade	В	U	0.90	0.60	0.50
Balance of Power Baleful Stare	U	R U	4.40 1.00	3.00 0.80	2.60
Bee Sting	G R	U	1.00	0.60	0.50
Blaze (ver. 1) Blaze (ver. 2)	R	U	1.20	0.90	0.60
Blessed Reversal	W	R R	3.80 3.40	3.00	2.60 2.60
Blinding Light Bog Imp	В	C	0.30	0.25	0.10
Bog Raiders Bog Wraith	B	C	0.30	0.25	0.10
Boiling Seas Border Guard	R	U	0.90	0.60	0.50
Border Guard Breath of Life	W	C	0.30	0.25	0.10
Bull Hippo	G	U	1.00	0.80	0.50
Burning Cloak Capricious Sorcerer	R	C	0.30 3.50	0.25 3.00	0.10 2.50
Charging Bandits	B	U	0.90	0.60	0.50 0.50
Charging Paladin Charging Rhino	G	R	3.80	0.80 3.00	3.00
Cloak of Feathers Cloud Dragon	U	C R	0.30 6.90	0.25 5.80 A	0.10 3.30
Cloud Pirates	Ü	C	0.50	0.25	0.10
Cloud Spirit Command of Unsummoning	U	U	1.00	0.90	0.60
Coral Eel	U R	C	0.30	0.25	0.10
Craven Giant Craven Knight	В	C	0.50 0.30	0.25 0.25	0.10 0.10
Cruel Bargain Cruel Fate	B	R	4.00 4.00	3.00 3.50 V	3.00
Cruel Tutor	В	R	4.10 0.90	4.00	3.40
Deep Wood Deep-Sea Serpent	G	U	1.00	0.60	0.50 0.50
Defiant Stand	W	U	1.00	0.60	0.50
Desert Drake Devastation	R	U R	1.00 4.80	0.80 3.00	0.50 3.00
Devoted Hero Djinn of the Lamp	W	C	0.30 4.80	0.25 4.00	0.10 3.30
Dread Charge	В	R	4.00	3.60	3.00
Dread Reaper Dry Spell	B	R U	4.00	3.50 v 0.80	3.00 0.50
Déjà Vu Earthquake	U R	C R	9.00	0.25 7.00	0.10 5.50
Ebon Dragon	В	R	11 75	10.00	6.00
Elite Cat Warrior (ver. 1) Elite Cat Warrior (ver. 2)	G	C	0.30 0.30 0.30 0.30	0.25	0.10
Elven Cache Elvish Ranger	G	C	0.30	0.25	0.10
Endless Cockroaches	В	R	3.80	3.00	3.00
Exhaustion False Peace	W	R	3.80 0.30	3.00 0.25	3.00 0.10
Feral Shadow	B	CR	0.30 4.00	0.25 3.00	0.10
Final Strike Fire Dragon	R	R	11.00	7.00	4.80
Fire Imp	R	C	0.90	0.60 0.25	0.50
Fire Snake Fire Tempest	R	R	4.00	3.30	2.80
Flashfires Fleet-Footed Monk	R	C	1.00	0.90 0.25	0.60
Flux	U W	U	1.00	0.60	0.50
Foot Soldiers Forest (4 Versions)	L	L	0.30	0.25 0.20 3.30	0.10
Forked Lightning Fruition	R G	R	4.00 0.30	0.25	3.00 0.10
Giant Octopus	U	C	0.30		0.10
Giant Spider Gifts of Estates	W	R	0.30 3.80	3.00	3.00
Goblin Bully Gorilla Warrior	R G	C	0.30		0.10
Gravedigger	В	U	1.00	0.80	0.50
Grizzly Bears Hand of Death (ver. 1)	G B	C	0.30	0.25	0.10
Hand of Death (ver. 2) Harsh Justice	B		0.35 3.50	0.20	0.10 3.00
Highland Giant	R	C	0.30	0.25	0.10
Hill Giant Horned Turtle	R	C	0.30	0.25	0.10
Howling Fury	В	C	0.30	0.25	0.10
Hulking Cyclops Hulking Goblin	R	C	1.00	0.60 0.25	0.50 0.10
Hurricane Ingenious Thief	G	R	4.00	3.30 V 0.60	3.00 0.50
Island (4 Versions)	L	L	0.30	0.20	0.10
Jungle Lion Keen-Eyed Archers	G W	C	0.30	0.25 0.25	0.10
King's Ássassin Knight Errant	B	R	6.00 0.30	4.00	3.00 0.10
rkliete eag the C			0.00	0.20	0.10

	_	-		_	
Last Chance	R	R	4.00	3.00	3.00
Lava Axe	R	C	0.30	0.25	0.10
Lava Flow Lizard Warrior	R R	C	1.00	0.60 0.25	0.50 0.10
Man-o'-War	Ü	Ü	1.20	1.00	0.10
Mercenary Knight	В	R	4.00	3.00	3.00
Merfolk of the Pearl Trident	Ü	C	0.30	0.25	0.10
Mind Knives	В	C	0.30	0.25	0.10
Mind Rot Minotaur Warrior	B	C	0.30	0.25	0.10 0.10
Mobilize	G	C	0.30	0.25	0.10
Monstrous Growth (ver. 1)	G	C	0.30 0.30 0.30	0.25	0.10
Monstrous Growth (ver. 2)	G	C	0.30	0.25	0.10
Moon Sprite	G	U L	1.00	0.60	0.50
Mountain (4 Versions) Mountain Goat	Ř	Ü	0.30	0.20	0.10 0.50
Muck Rats	В	Č	0.30	0.25	0.10
Mystic Denial	U	Ü	1.00	0.80	0.50
Natural Order	G	R	6.80	4.80 4	3.60
Natural Spring Nature's Cloak	G	U R	1.00 3.50	0.80 3.00	0.50 3.00
Nature's Lore	Ğ	C	0.30	0.25	0.10
Nature's Ruin	В	Ŭ	1.00	0.60	0.50
Needle Storm	G	U	1.00	0.90	0.60
Noxious Toad	B	Ũ	1.00	0.60	0.50
Omen Oud Familiar	U	C	0.30	0.25	0.10
Owl Familiar Panther Warriors	G	C	0.30	0.25	0.10 0.10
Path of Peace	W	Č	0.30	0.25	0.10
Personal Tutor	U	Ü	1.00	0.90	0.60
Phantom Warrior	U	R	3.00	3.00	3.00
Pillaging Horde	R	R	6.50	3.50	3.00
Plains (4 Versions) Plant Elemental	L G	L	0.30	0.20	0.10 0.50
Primeval Force	G	R	5.00	3.00	3.00
Prosperity	Ü	R	4.00	4.00	3.00
Pyroclasm	R	R	4.00	4.00	3.80
Python	В	C	0.30	0.25	0.10
Raging Cougar	R R	C	0.30	0.25	0.10
Raging Goblin (ver. 1) Raging Goblin (ver. 2)	R	C	0.30	0.25	0.10 0.10
Raging Minotaur	R	C	0.30	0.25	0.10
Rain of Salt	R	Ū	1.00	1.00	0.80
Rain of Tears	В	U	1.40	1.00	0.80
Raise Dead	В	C	0.30	0.25	0.10
Redwood Treefolk Regal Unicom	G W	C	0.30	0.25	0.10 0.10
Renewing Dawn	W	Ü	1.00	0.60	0.10
Rowan Treefolk	G		0.30	0.25	0.10
Sacred Knight	W	C	0.30	0.25	0.10
Sacred Nectar	W	C	0.30	0.25	0.10
Scorching Spear	R	C	0.30	0.25	0.10
Scorching Winds Seasoned Marshal	R	U	1.00	0.60	0.50 0.50
Serpent Assassin	В	R	1.00	0.80	3.00
Serpent Warrior	В	C	0.30	3.50 0.25	0.10
Skeletal Crocodile	В	C	0.30	0.25	0.10
Skeletal Snake	В	C	0.30	0.25	0.10
Snapping Drake	U	C	0.30	0.25	0.10
Sorcerous Sight Soul Shred	B	C	0.30	0.25	0.10 0.10
Spined Wurm	G	Č	0.30	0.25	0.10
Spiritual Guardian	W	R	3.80	3.00	3.00
Spitting Earth	R	C	0.30	0.25	0.10
Spotted Griffin	W G	C	0.30	0.25	0.10
Stalking Tiger Starlight	W	C	1.00	0.25	0.10 0.50
Starlit Angel	W	Ü	1.00	0.80	0.50
Steadfastness	W	C	0.30	0.25	0.10
Stern Marshal	W	R	3.50	3.00	2.50
Stone Rain	R	C	0.30	0.25	0.10
Storm Crow Summer Bloom	G	C R	0.30 4.00	0.25 3.50	0.10 3.00
Swamp (4 Versions)	L	L	0.40	0.25	0.10
Sylvan Tutor	G	Ř	3.90	3.30♥	
Symbol of Unsummoning	U	C	0.30	0.25	0.10
Taunt Tamparan Truca	W	R	4.00	3.00	3.00
Temporary Truce Theft of Dreams	U	R U	3.50 1.00	3.00	3.00 0.60
Thing from the Deep	U	R	6.00	4.50	
Thundering Wurm	G	R	4.00	3.50	3.00
Thundermare	R	R	6.50	6.00	3.50
Tidal Surge	Ų	C	0.30	0.25	0.10
Time Ebb Touch of Brilliance	U	C	0.30	0.25 0.25	0.10 0.10
Treetop Defense	G	R	0.50 3.30	3.00	3.00
Undying Beast	В	C	0.30	0.25	0.10
Untamed Wilds	G	U	1.00	0.80	0.50
Valorous Charge	W	U	1.00	0.60	0.50
Vampiric Feast	B	C	1.00	0.60	0.50
Vampiric Touch Venerable Monk	W	Ü	1.00	0.25	0.10 0.50
Vengeance	W	Ü	1.00	0.60	0.50
Virtue's Ruin	В	U	1.00	0.60	0.50
Volcanic Dragon	R	R	6.00	5.50	4.50
Volcanic Hammer	R	C	0.50	0.25	0.10
Wall of Granite	R	U	1.00	0.60	0.50
Wall of Swords Warrior's Charge (ver. 1)	W	C	1.00	0.80	0.50 0.10
Warrior's Charge (ver. 1) Warrior's Charge (ver. 2)	W	C	0.30	0.25	0.10
Whiptail Wurm	G	Ü	1.00	0.00	0.50
Wicked Pact	В	R	3.50	3.00	3.00
Willow Dryad	G	C	0.30	0.25	0.10
Wind Drake	U	C	0.30	0.25	0.10
Winds of Change	R	R	3.00	3.00	2.30 0.60
Winter's Grasp Withering Gaze	U	U	1.00	0.90	0.50
Wood Elves	G	R	3.30	3.00	3.00
Wrath of God	W		15.00	13.00	9.00
Total		3	63.00	289.50	226.60
				ovoi	



SECOND	AGE	1	55 Ca	rds
Portal 2 Set			150.00	149.00
Portal 2 Starter Box Portal 2 Booster Box		87.50 99.00	80.00 95.00	71.00 85.00
Portal 2 Starter Deck Portal 2 Booster Pack		9.00	9.004	5.80
	COL RAP	3.30	3.10	3.00
CARD NAME Abyssal Nightstalker	B U	UPR 0.90	0.80	0.60
Air Elemental	U U	1.50	0.80	0.60
Alaborn Cavalier Alaborn Grenadier	WC	0.90 0.30 0.30	0.80 0.25	0.60
Alaborn Musketeer Alaborn Trooper	W C	0.30	0.25	0.10 0.10
Alaborn Veteran	WR	3.50	3.00	3.00
Alaborn Zealot Alluring Scent	W U G R	3.00	0.80 3.00	0.60 2.50
Ancient Craving Angel of Fury	B R W R	4.50 5.60	3.80 4.70	3.00
Angel of Mercy	WÜ	1.60	0.90	0.60
Angelic Blessing Angelic Wall	W C	0.30	0.25	0.10
Apprentice Sorcerer	UU	0.80	0.80	0.60
Archangel Armageddon	W R	6.30	6.00 8.00	6.00
Armored Galleon Armored Griffin	U U W U	0.80	0.70	0.50 0.60
Barbtooth Wurm	G C	0.30	0.25	0.10
Bargain Bear Cub	W U	0.90	0.80	0.60
Bee Sting Blaze	G U R U	0.80	0.70	0.50 0.60
Bloodcurdling Scream	B U	0.80	0.70	0.50
Breath of Life Brimstone Dragon	W C	0.30	0.25 8.00 A	0.10 6.00
Brutal Nightstalker Chorus of Woe	B U	0.80	0.80	0.60
Coastal Wizard	U R	3.80	3.00	3.00
Coercion Cruel Edict	B U	0.80	0.70 0.25	0.50
Cunning Giant Dakmor Bat	R R	3.30 0.30	3.00	2.90
Dakmor Plague	B C B U	0.30	0.25	0.10
Dakmor Scorpion Dakmor Sorceress	B C B R	0.30	0.25 3.50	0.10 3.00
Dark Offering	B U	0.80	0.60	0.50
Deathcoil Wurm Deep Wood	G R G U		3.00 0.60	3.00 0.50
Déjà vu	U C	0.30	0.25	0.10
Denizen of the Deep Earthquake	R R	8.80	3.00 6.50	3.00 5.00
Exhaustion Extinguish	U R U C	3.80 0.40	3.30 0.25	3.00 0.10
Eye Spy	UÜ	1.00	0.70	0.50
False Summoning Festival of Trokin	W C	0.30	0.25 0.25	0.10
Forest (3 Versions) Foul Spirit	L L B U	0.50	0.20	0.10
Goblin Cavaliers	R C	0.30	0.25	0.10
Goblin Firestarter Goblin General	R U R R		0.70 3.30 A	0.50 3.00
Goblin Glider Goblin Lore	R C R U	0.30	0.25	0.10
Goblin Matron	R U	0.90	0.80	0.60
Goblin Mountaineer Goblin Piker	R C		0.25	0.10
Goblin Raider	R C	0.30	0.25	0.10
Goblin War Cry Goblin War Strike	R U		0.90 0.25	0.60
Golden Bear Hand of Death	G C	0.30	0.25 0.25	0.10
Harmony of Nature	GU	0.80	0.70	0.50
Hidden Horror Hurricane	B R G R		3.90 4.00	3.70
Ironhoof Ox	G U L L		0.60	0.50
Island (3 Versions) Jagged Lightning	RU	1.00	0.80	0.60
Just Fate Kiss of Death	W R		3.00 0.70	2.50 0.50
Lava Axe	RC	0.30	0.25	0.10
Lone Wolf Lurking Nightstalker	B (0.30	0.25	0.50 0.10
Lynx Magma Giant	G C	0.30	0.25 3.00	0.10 3.00
Mind Rot	B (0.30	0.25	0.10
Moaning Spirit Monstrous Growth	B C	0.35	0.25	0.10 0.10
Mountain (3 Versions) Muck Rats	B (0.50	0.20 0.25	0.10 0.10
Mystic Denial	Ųι	0.80	0.70	0.50
Natural Spring Nature's Lore	G (0.25	0.10
Nightstalker Engine	B P	3.00	3.00	2.00
Norwood Archers Norwood Priestess	G C	0.30	0.25 3.40	0.10 3.00
Norwood Ranger Norwood Riders	G C	0.30	0.25	0.10 0.10
Norwood Warrior	G C	0.30	0.25	0.10
Obsidian Giant Ogre Arsonist	R U R U		0.60	0.50 0.50
Ogre Berserker	RC	0.30	0.25	0.10
Ogre Taskmaster Ogre Warrior	R C	0.30	0.60	0.50 0.10
Path of Peace	W C	0.30	0.25	0.10

Piracy	U	R	3.80	3.00	2.90
Plains (3 Versions)	L	L	0.50	0.20	0.10
Plated Wurm	G	C	0.30	0.25	0.10
Predatory Nightstalker	В	U	0.90	0.70	0.50
Prowling Nightstalker	В	C	0.30	0.25	0.10
Raging Goblin	R	C	0.30	0.25	0.10
Raiding Nightstalker	В	C	0.30	0.25	0.10
Rain of Daggers	В	R	3.80	3.00	3.00
Raise Dead	В	C	0.30	0.25	0.10
Rally the Troops	W	U	0.80	0.60	0.50
Ravenous Rats	В	C	0.35	0.25	0.10
Razorclaw Bear	G	R	3.80	3.00	3.00
Relentless Assault	R	R	5.00	5.00	4.00
Remove	U	U	0.90	0.70	0.50
Renewing Touch	G	Ū	0.80	0.60	0.50
Return of the Nightstalkers	B	R	4.00	3.00 ₹	2.50
Righteous Charge	W	C R	0.30	0.25	0.10
Righteous Fury	G	U	4.00	3.00	3.00
River Bear	G	C	0.80	0.70 0.25	0.50
Salvage Screeching Drake	U	C	0.40	0.25	0.10
Sea Drake	Ü	U	0.40	0.60	0.10
Sleight of Hand	Ŭ	C	0.90		0.10
Spitting Earth	Ř	C	0.30	0.25	0.10
Steam Catapult	W	Ř	3.60	3.30	3.00
Steam Frigate	Ü	C	0.30	0.25	0.10
Stone Rain	R	Č	0.35	0.25	0.10
Swamp (3 Versions)	L	Ĺ	0.50	0.20	0.10
Swarm of Rats	В	Č	0.30	0.25	0.10
Sylvan Basilisk	G	R	3.00	3.00	2.80
Sylvan Yeti	G	R	4.00	3.00	3.00
Talas Researcher	U	R	3.50	3.00	3.00
Talas Air Ship	U	C	0.30	0.25	0.10
Talas Explorer	U	C	0.30	0.25	0.10
Talas Merchant	U	C	0.30	0.25	0.10
Talas Scout	U	C	0.30	0.25	0.10
Talas Warrior	U	R	4.10	3.00	2.90
Temple Acolyte	W	C	0.30	0.25	0.10
Temple Elder	W	U	0.80	0.60	0.50
Temporal Manipulation	U	R	3.90	3.10	3.00
Theft of Dreams	U	U	0.90	0.80	0.60
Tidal Surge	U	C	0.30	0.25	0.10
Time Ebb	U	C	0.30	0.25	0.10
Touch of Brilliance	U	C	0.30	0.25	0.10
Town Sentry	W	C	0.30	0.25	0.10
Tree Monkey	G	C	0.30	0.25	0.10
Tremor	R	C	0.40	0.25	0.10
Trokin High Guard	W	C	0.30	0.25	0.10
Undo	Ü	U	0.90	0.80	0.50
Untamed Wilds	G	U	0.90	0.70	0.50
Vampiric Spirit	В	R	5.00	4.00	3.00
Vengeance Velopio Hammer	W	U	0.80	0.60	0.50
Volcanic Hammer	W	C	0.30	0.25	0.10
Volunteer Militia Warrior's Stand	W	C	0.30	0.25	0.10
Wild Griffin	W	C	0.80	0.60	0.50
Wild Ox	G	II	0.80	0.25 0.70	0.10
Wildfire	R	R	5.30	5.00	0.50 5.00
Wind Sail	Ü	C	0.30	0.25	0.10
Total	-			183.45	148.50
- parent de une seus me		-	01.00	100.70	170.00





CARD NAME	CO1	DAD	unn	MED
CARD NAME	COL		UPR	
Alert Shu Infantry		UR	1.00	0.90 3.50
Ambition's Cost Balance of Power	B	R	5.00	3.50
Barbarian General	R	Ü	1.00	0.80
Barbarian Horde	R	Č	0.25	0.25
Blaze	R	Ŭ	1.00	1.00
Borrowing 100,000 Arrows	U	Ü	0.90	0.80
Borrowing the East Wind	G	R	5.00	3 80 /
Brilliant Plan	U	U	0.90	0.70 0.25 0.25
Broken Dam	U	C	0.90	0.25
Burning Fields	R	C	0.25 4.30 4.30 4.30	0.25
Burning of Xinye	R	R	4.30	3.50
Cao Cao, Lord of Wei Cao Ren, Wei Commander	В	R	4.30	3.80
Cao Ren, Wei Commander	B	R	4.30	4.00
Capture of Jingznou	Ü	R	4.50	3.80
Champion's Victory Coercion	В	Ü	1.00	1.00
Control of the Court	R	Ü	0.90	0.80
Corrupt Court Official	В	Ü	1.00	1.00
Corrupt Eunuchs	R	Ü	0.90	0.80
Council of Advisors	ü	Ŭ	1.00	1.00
Counterintelligence	Ü	Ŭ	1.00	1.00
Cunning Advisor	В	Ü	0.90	0.80
Deception	В	C	0.25	
Desert Sandstorm	R	C	0.25	0.25
Desperate Charge	В	U	0.90	0.80
Diaochan, Artful Beauty	R	R	4.50	4.00
Dong Zhou, the Tyrant	R	R	5.00	4.00
Eightfold Maze	W	R	4.50	3.00
Empty City Ruse	W	U	1.00	1.00
Eunuchs' Intrigues	R	U	0.90	0.80
Exhaustion	U	R	3.50 0.25	2.50 0.25
Extinguish Enlar Defect	W	C	0.25	0.25
False Defeat False Mourning	G	C	0.25	1.00
Famine	В	Ü	1.00	1.00
Fire Ambush	Ř	C	0.25	0.25
Fire Bowman	R	Ŭ	1.00	1.00
Flanking Troops	W	- 11	1.00	1.00
Forced Retreat	U	Ç	0.25	0.25 0.25
Forest (3 Versions) Forest Bear	L	U	0.40	0.25
Forest Bear	G	С	0.25 0.25	0.25
Ghostly Visit	В	C	0.25	0.25
Guan Yu, Sainted Warrior Guan Yu's 1,000-Li March	W	R	4.50 4.30	3.80
Guan Yu's 1,000-Li March	W	R	4.30	3.00
Heavy Fog Hua Tuo, Honored Physicia	G an G	U	1.00	1.00
Huang Zhang Chu Canara	an G	R R	4.50	4.00
ridary zhony, shu denera	G	U	4.50 0.90	4.00
Hunting Cheetah Imperial Edict	В	C	0.30	0.80
Imperial Recruiter	R	Ŭ	0.90	0.80
Imperial Seal	В	R	5.00	3.00
Independent Troops	Ř	C	0.25	0.25
Island (3 Versions)	L	C	0.25	0.25
Kongming, "Sleeping Drag Kongming's Contraptions	on"W	R	5.50	4.00
Kongming's Contraptions	W	R	4.50	3.00
Lady Sun	U	R	5.00	3.80
Lady Zhurong, warrior Qu	een G	R	4.50	4.00
Liu Bei, Lord of Shu	W	R	4.50	4.00
Lone Wolf	G W	U	1.00	1.00
Loyal Retainers Lu Bu, Master-at-Arms	R	U R	1.00 4.30	1.00
Lu Du, Masici-al-Airis	Ü	R	4.50	4.00
Lu Meng, Wu General Lu Su, Wu Advisor Lu Xun, Scholar General	Ü	R	4.50	4.00
Lu Xun, Scholar General	ŭ	R	4.50 4.30 4.30	4.00
Ma Chao, Western Warrio		R	4.30	3.90
Marshaling the Troops	G	R	4.50	3.00
Meng Huo, Barbarian King	G	R	4.50	4.00
Meng Huo, Barbarian King Meng Huo's Horde	G	C	0.25	0.25
Misfortune's Gain	W	C	0.25	0.25
Mountain (3 Versions)	L	C	0.25	0.25
	_	_		

0.70 2.90 2.80 0.25 0.60

2.90 0.50 0.25 0.25 2.90 2.90 3.90 3.30 0.60

0.60 0.60 0.60 0.25 0.60 3.90 0.60 0.60 1.80 0.25 0.25

0.60 0.60 0.25 0.60 0.50 0.25 0.25 0.25 0.25 3.30 2.90 0.60

3.80 3.80 0.60 0.25 2.80 0.25 0.25 3.80 2.80 3.80 0.60 3.90 3.80 3.80 3.90

Mountain Bandit	R	С	0.25	0.25	0.25
Mystic Denial	U	U	1.00	1.00	0.50
Overwhelming Forces	B	R	3.50	3.00	2.80
Pang Tong, "Young Phoenix"	W		4.50	4.00	3.80
Peach Garden Oath Plains (3 Versions)	L	C	1.00	1.00 0.25	0.60
Poison Arrow	В	Ü	1.00	1.00	0.60
Preemptive Strike	Ŭ	Č	0.25	0.25	0.25
Rally the Troops	W	Ŭ	1.00	1.00	0.70
Dayagan of Mar	W	R	4.00	3.00	2.80
Ravaging Horde	R	U	1.00	1.00	0.60
	U	U	1.00	1.00	0.60
Relentless Assault Renegade Troops	R	R	5.00	4.00	3.60
Renegade Iroops	R	U	1.00	1.00	0.70
Return to Battle Riding Red Hare	B	C	0.25	0.25	0.25
Riding the Dilu Horse	G	R	4.00	3.50	2.90
Rockslide Ambush	R		1.00	1.00	0.70
Rolling Earthquake	R	R	5.00	4.00	2.90
Sage's Knowledge	U	C	0.25	0.25	0.25
Shu Cavalry	W	C	0.25	0.25	0.25
Shu Defender	W		0.25	0.25	0.25
Shu Elite Companions	W	U	1.00	1.00	0.70
Shu Elite Infantry	W	0	0.25	0.25	0.25
Shu Farmer Shu Foot Soldiers	W	CCC	0.25	0.25	0.25
Shu General	W	Ü	0.25	0.25	0.25
Shu Grain Caravan	W		0.25	0.25	0.25
Shu Soldier-Farmers	W		1.00	1.00	0.60
Sima Yi, Wei Field Marshal Slashing Tiger	B	R	4.00	3.80	3.10
Slashing Tiger	G		4.50	3.00	2.60
Southern Elephant	G	C	0.25	0.25	0.25
Spoils of Victory	G	U	1.00	1.00	0.60
Spring of Eternal Peace	G		0.45	0.25	0.25
Stalking Tiger Stolen Grain		C	0.25	0.25	0.25
Stone Catapult	B		4.50	3.00	2.80
Stone Rain	R	C	0.25	0.25	0.25
Strategic Planning	Ü	Ŭ	0.90	0.80	0.60
Straw Soldiers	U	C	0.25	0.25	0.25
Sun Ce, Young Conqueror	U	R	4.30	4.00	3.90
Sun Quan, Lord of Wu Swamp (3 Versions)	U	R	5.00	4.00	3.80
Swamp (3 Versions)	L G	C	0.25	0.25	0.25
Taoist Hermit	G	U R	0.90	0.80 3.50 4	0.50
Taoist Mystic Taunting Challenge	G	R	4.30	3.50	2.90 2.90
Three Visits	Ğ	C	0.25	0.25	0.25
Trained Cheetah	Ğ	Ŭ	1.00	1.00	0.60
Trained Jackal	G	Č	0.25	0.25	0.25
Trip Wire	G	U	1.00	1.00	0.70
Vengeance	W	U	1.00	1.00	0.60
Virtuous Charge	W	C	0.25	0.25	0.25
Volunteer Militia	W	C	0.25	0.25	0.25
Warrior's Oath	R	R	4.30	3.50 🛦	2.90
Warrior's Stand Wei Ambush Force	B	C	1.00 0.25	1.00 0.25	0.50 0.25
Wei Assassins	В	U	1.00	1.00	0.25
Wei Elite Companions	В	Ü	0.90	0.60	0.60
Wei Infantry	В	C	0.90 0.25	0.25	0.25
Wei Night Raiders	В	Ü	0.90	0.80	0.60
Wei Scout Wei Strike Force	В	C	0.25	0.25	0.25
	В	CCC	0.25 0.25	0.25 0.25	0.25
Wielding the Green Dragon	G	C	0.25	0.25	0.25
Wolf Pack Wu Admiral	G	R	3.80	2.80	2.50
Wu Elite Cavalry	U	0	1.00	1.00	0.60 0.25
Wu Infantry	Ü	CCC	0.25	0.25	0.25
Wu Light Cavalry	Ü	C	0.25	0.25	0.25
Wu Longbowman	U	U	0.90	0.80	0.60
Wu Scout Wu Spy	U	C	0.25	0.25	0.25
Wu Spy	U	U	0.90	0.80	0.60
Wu Warship	U	C	0.25	0.25	0.25
Xiahou Dun, the One-Eyed	В	R	5.00	3.80 ▲	3.30

Xun Yu, Wei Advisor Yellow Scarves General Yellow Scarves General Yellow Scarves Torops Young Wei Recruit Yuan Shao's Infantry Yuan Shao's Infantry Zhang Fei, Fierce Warrior Zhang He, Wei General Zhang Liao, Hero of Hetei Zhao Zilong, Tiger General Zhang Liao, Hero of Hetei Zhao Zilong, Tiger General Zhou Yu, Chief Commander Zhuge Jin, Wu Strategist Zodiac Dog Zodiac Dog Zodiac Goat Zodiac Ox Zodiac Monkey Zodiac Ox Zodiac Rabbit Zodiac Rabbit Zodiac Rabt Zodiac Rabt Zodiac Rat Zodiac Rooster Zodiac Rooster Zodiac Rooster Zodiac Rooster	BRRR BRRW BBW U URRRGGG BG BG BG	RCRCCRURRRRRRRCRCUCUUCCCCU	4.30 0.25 4.30 0.25 0.25 4.50 0.40 4.50 4.50 0.40 1.00 0.40 0.40 0.40 0.40 0.40	3.40 Å 0.25 3.50 Å 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	3.00 0.25 0.25 3.30 0.50 3.60 3.30 0.25 7.30 0.25 0.50 0.25 0.50 0.25 0.25 0.25 0.2
Zuo Ci, the Mocking Sage Total	G	R	4.50	3.90 294.15	3.60
Tipo Ga	II (Inc.	Confinger		Pron Sets a Card	and

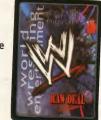


	100		
1997 World Championship Deck	31.50	10.00	9.00
1998 World Championship Deck	21.25	10.00	9.20
1999 World Championship Deck	10.00	10.00	9.00
2000 World Championship Deck	10.00	10.00	9.50
2001 World Championship Deck	10.00	10.00	9.70
Anthologies (sealed)	25.75	25.00	22.00
Battle Royale Boxed Set (sealed)	32.75	30.00 ▲	23.75
Beatdown Boxed Set (sealed)	38.75	31.50 ▲	26.25
Beatdown: Erhnam Djinn Deck	13.50	10.00	10.00
Beatdown: Sengir Vampire Deck	17.50	10.00	10.00
Collector's Set (American, open)	407.50	200.00 4	175.00
Collector's Set (American, sealed)	421.25	255.00 4	195.00
Collector's Set (International, open)	195.00	181.50	175.00
Collector's Set (International, sealed)	331.25	245.00	221.25
Deckmasters: Garfield/Finkel (tin)	30.00	26.00	20.50
Deckmasters Finkel Deck	13.50	10.00	10.00
Deckmasters Garfield Deck	13.50	10.00	10.00
Fourth Edition Gift Set (sealed)	25.75	25.00 ▲	20.00
Multiverse Gift Set (sealed)	32.25	30.00▲	25.00
NY Pro-Tour Set (sealed)	122.50	113.75	99.50
NY Pro-Tour Set (open)	94.00	90.50	75.00
Portal Gift Set (sealed)	15.00	13.00	10.00
Portal Second Age Gift Set (sealed)	15.00	13.00	11.50
Revised Gift Set (sealed)	49.50	42.00	35.00
Rivals Starter Set (sealed)	19.75	18.75	16.00
Starter 2000 (sealed)	37.00	13.75	12.00
Vanguard Gift Set (sealed)	32.75	30.00	21.50
Vanguard Set 1 (eight cards)	19.75	15.00	11.25
Vanguard Set 2 (eight cards) Vanguard Set 3 (eight cards)	19.75 19.75	15.00	11.25 11.25
Vanguard Set 4 (eight cards)	19.75	18.25	15.50
variguaru Set 4 (elgiti carus)	19.70	10.23	13.30

VANGUARD CARDS	UPR	MED	LOW
Ashnod	Set 4 2.80	2.50▲	2.00
Barrin	Set 2 3.00	2.50 4	2.00
Crovax	Set 2 3.00	2.50▲	2.00
Eladamri	Set 3 2.80	2.50	2.00
Ertai	Set 1 3.20	2.50	2.00
Gerrard	Set 1 3.00	2.60 4	2.00
Gix	Set 4 2.80	2.50 🛦	2.00
			_

Top-selling Collectible

- Magic: The Gathering
- Yu-Gi-Oh!
- Marvel HeroClix
- Lord of the Rings
- MechWarrior: Dark Age
- DC HeroClix
- Dragon Ball Z
- Mage Knight
- Pokémon
- 10) WWE Raw Deal



Top-selling Magic cards

- 1) Blistering Firecat
- **Grinning Demon**
- 3) Polluted Delta
- **Birds of Paradise** Visara the Dreadful
- Living Wish
- Mobilization
- **Bloodstained Mire**
- **Exalted Angel**
- 10) Iridescent Angel



3.60 2.80 3.80 0.25 0.25

Top-selling Yu-Gi-Oh! cards

- **Exodia the Forbidden**
- Left Arm of the Forbidden One

- Left Leg of the Forbidden One
- Right Arm of the Forbidden One
- 5) Right Leg of the Forbidden One
- Red-Eyes B. Dragon
- **Thousand-Eyes Restrict**
- Blue-Eyes White Dragon 9) Relinquished
- 10) Axe of Despair

Top-selling Pokémon cards

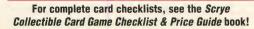
- 1) 2) 3) Charizard
- **Blastoise**
- Lugia
- **Shining Charizard**
- 5 Venusaur
- Ho-oh
- Dark Energy
- Shining Celebi
- Feraligatr
- 10) Scyther



Top-selling HeroClix figures

- Spider-Man
- 2) Batman
- 3) Superman
- Wolverine
- 5) **Thanos**
- 6) Firelord Nightcrawler
- **Black Panther**
- Cyclops
- 10) Captain America









Hanna Set 2 3 .00 2.50 & 2.0 2.50 & 2.0 Karm Set 3 3.00 2.50 & 2.0 2.0 Lyna Set 3 2.80 2.00 2.0 Maraxus Set 1 3.00 2.50 & 2.0 2.0 Milorim Set 1 3.00 2.50 & 2.0 2.0 Milorim Set 3 4.00 2.50 & 2.0 2.0 Multani Set 3 2.80 2.50 & 2.0 2.0 Orim Set 2 2.80 2.50 & 2.0 2.0 Porticol Set 3 2.80 2.50 & 2.0 2.0 Selenia Set 2 2.80 2.50 & 2.0 2.0 Selra Set 3 2.80 2.50 & 2.0 2.0 Silvar Kondo Set 3 2.80 2.50 & 2.0 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Silvar Queen, Brood Mother Set 1 3.90 2.50 & 2.0 2.0 Squee Set 1 3.90 2.50 & 2.0 2.0 2.0 Squee Set 1 3.90 2.50 & 2.0 2.0 2.0 Takara <t< th=""><th></th><th></th><th></th><th></th></t<>				
Hanna Set 2 3 .00 2.50 & 2.0 2.50 & 2.0 Karm Set 3 3.00 2.50 & 2.0 2.0 Lyna Set 3 2.80 2.00 2.0 Maraxus Set 1 3.00 2.50 & 2.0 2.0 Milorim Set 1 3.00 2.50 & 2.0 2.0 Milorim Set 3 4.00 2.50 & 2.0 2.0 Multani Set 3 2.80 2.50 & 2.0 2.0 Orim Set 2 2.80 2.50 & 2.0 2.0 Porticol Set 3 2.80 2.50 & 2.0 2.0 Selenia Set 2 2.80 2.50 & 2.0 2.0 Selra Set 3 2.80 2.50 & 2.0 2.0 Silvar Kondo Set 3 2.80 2.50 & 2.0 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Silvar Queen, Brood Mother Set 1 3.90 2.50 & 2.0 2.0 Squee Set 1 3.90 2.50 & 2.0 2.0 2.0 Squee Set 1 3.90 2.50 & 2.0 2.0 2.0 Takara <t< th=""><th>Greven II-Vec</th><th>Set 2 3.00</th><th>2.50</th><th>2.00</th></t<>	Greven II-Vec	Set 2 3.00	2.50	2.00
Lyna Set 3 2.80 2.00 2.0 Maraxus Set 1 3.00 2.50 4 2.0 Mirin Set 1 3.00 2.50 2.0 2.0 Mishra Set 4 2.80 2.50 4 2.0 Mishra Set 3 2.80 2.50 4 2.0 Oracle Set 3 2.80 2.50 4 2.0 Orim Set 2 3.20 2.50 4 2.0 Selenia Set 2 2.40 2.50 4 2.0 Serra Set 4 3.50 2.50 4 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Silver Queen, Brood Mother Set 13.30 2.50 4 2.0 Squee Set 13.90 2.50 4 2.0 Squee Set 2.30 2.50 4 2.0 Tahngarth Set 13.30 2.50 4 2.0 Takara Set 3.33 2.30 4 2.0 Tawnos Set 4.280 2.50 4 2.0 Titania Set 4.280 2.50 4 2.0 Urza Se				2.00
Lyna Set 3 2.80 2.00 2.0 Maraxus Set 1 3.00 2.50 4 2.0 Mirin Set 1 3.00 2.50 2.0 2.0 Mishra Set 4 2.80 2.50 4 2.0 Mishra Set 3 2.80 2.50 4 2.0 Oracle Set 3 2.80 2.50 4 2.0 Orim Set 2 3.20 2.50 4 2.0 Selenia Set 2 2.40 2.50 4 2.0 Serra Set 4 3.50 2.50 4 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Silver Queen, Brood Mother Set 13.30 2.50 4 2.0 Squee Set 13.90 2.50 4 2.0 Squee Set 2.30 2.50 4 2.0 Tahngarth Set 13.30 2.50 4 2.0 Takara Set 3.33 2.30 4 2.0 Tawnos Set 4.280 2.50 4 2.0 Titania Set 4.280 2.50 4 2.0 Urza Se		Set 1 3.00	2.50	2.00
Maraxus Set 13.00 2.50 2.0 Mirri Set 13.00 2.50 2.0 Mishra Set 42.80 2.50 2.0 Multani Set 34.00 2.50 2.0 Oracle Set 32.80 2.50 2.0 Orim Set 23.00 2.50 2.0 Selenia Set 32.80 2.50 2.0 Serra Set 43.50 2.50 2.0 Sidar Kondo Set 33.30 3.00 2.0 Silver Queen, Brood Mother Set 33.30 3.00 2.0 Siarke Set 33.00 2.50 2.0 Tahngarth Set 33.30 2.50 2.0 Zahara Set 33.30 2.50 2.0 Takara Set 33.30 2.50 2.0 Takara Set 33.30 2.50 2.0 Titania Set 42.80 2.50 2.0 Urza Set 43.40 2.50 2.0 Volrath Set 23.00 2.50 2.	Lyna	Set 3 2.80		2.00
Mishra Set 4 2.80 2.50 & 2.0 Multani Set 3 4.00 2.50 A 2.0 Oracle Set 3 2.80 2.50 A 2.0 Orim Set 2 2.80 2.50 A 2.0 Rofellos Set 3 2.80 2.50 A 2.0 Selra Set 3 2.80 2.50 A 2.0 Serra Set 4 3.50 2.50 A 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Sisay Set 1 3.90 2.50 A 2.0 Squee Set 1 3.90 2.50 A 2.0 Starke Set 3 3.00 2.50 A 2.0 Takara Set 3 3.30 2.50 A 2.0 Takara Set 3 3.30 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Urza Set 4 3.40 2.50 A 2.0 Volrath Set 2 3.00 2.50 A 2.0		Set 1 3.00	2.504	2.00
Multani Set 3 4 00 2504 2.0 Oracle Set 3 2.80 2.50A 2.0 Orim Set 3 2.80 2.50A 2.0 Rofellos Set 3 2.80 2.50A 2.0 Selenia Set 2 4.00 2.80A 2.0 Sidar Kondo Set 3 2.80 2.50A 2.0 Silver Queen, Brood Mother Set 3 3.30 3.00 2.0 Sisay Set 1 3.30 2.50A 2.0 Squee Set 1 3.90 2.50A 2.0 Tahngarth Set 1 3.30 2.50A 2.0 Takara Set 3 3.30 2.30A 2.0 Tawnos Set 4 2.80 2.50A 2.0 Urza Set 4 3.40 2.50A 2.0 Volrath Set 2 3.00 2.50A 2.0	Mirri	Set 1 3.00	2.50	2.00
Oracle Set 3 2.80 2.50 A 2.0 Orim Set 2 3.00 2.50 A 2.0 Rofellos Set 3 2.80 2.50 A 2.0 Selenia Set 2 4.00 2.60 A 2.0 Serra Set 3 2.80 2.50 A 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Sisay Set 1 3.90 2.50 A 2.0 Squee Set 1 3.90 2.50 A 2.0 Tahngarth Set 3.30 2.50 A 2.0 Takara Set 3.30 2.50 A 2.0 Tawnos Set 4 2.80 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Urza Set 4 3.00 2.50 A 2.0 Volrath Set 2.30 O 2.50 A 2.0	Mishra	Set 4 2.80	2.50	2.00
Örim Set 2 3 00 2.50 A 2.0 Rofellos Set 3 2.80 2.50 A 2.0 Selenia Set 2 4 00 2.60 A 2.0 Serra Set 3 2.80 2.50 A 2.0 Sider Cueen Set 3 2.80 2.50 A 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Sisay Set 1 3.30 2.50 A 2.0 Starke Set 2 3.00 2.50 A 2.0 Takngarth Set 1 3.30 2.50 A 2.0 Takara Set 3 3.30 2.50 A 2.0 Tawnos Set 4 2.80 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Urza Set 3.4 2.50 A 2.0 Volrath Set 2.80 2.50 A 2.0 Xantcha Set 4.2.80 2.50 A 2.0	Multani	Set 3 4.00	2.50	2.00
Rofellos Set 3 2.80 2.504 2.0 Selenia Set 2 4.00 2.60 \times 2.60 2.0 Serra Set 3 3.50 2.50 \times 2.60 2.0 Sidar Kondo Set 3 2.80 2.50 \times 2.0 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Sisay Set 1 3.90 2.50 \times 2.0 2.0 Statrike Set 2 3.00 2.50 \times 2.0 2.0 Tahngarth Set 1 3.00 2.50 \times 2.0 2.0 Takara Set 3 3.30 2.50 \times 2.0 2.0 Tawnos Set 4 2.80 2.50 \times 2.0 2.0 Urza Set 4 3.40 2.50 \times 2.0 2.0 Volrath Set 2.80 2.50 \times 2.0 2.0 Xantcha Set 4 2.80 2.50 \times 2.0 2.0	Oracle	Set 3 2.80	2.50	2.00
Selenia Set 2 4 00 2.60 Å 2.0 Serra Set 3 3.50 2.50 Å 2.0 Sidar Kondo Set 3 2.80 2.50 Å 2.0 Silver Queen, Brood Mother Set 3 3.90 3.00 2.0 Sicay Set 1 3.90 2.50 Å 2.0 Squee Set 1 3.90 2.50 Å 2.0 Iahngarth Set 3 3.00 2.50 Å 2.0 Takara Set 3 3.30 2.30 Å 2.0 Tawnos Set 4 2.80 2.50 Å 2.0 Titania Set 4 2.80 2.50 Å 2.0 Urza Set 3 3.40 2.50 Å 2.0 Volrath Set 2 3.00 2.50 Å 2.0 Xantcha Set 4 2.80 2.50 Å 2.0	Orim	Set 2 3.00	2.50	2.00
Seriar Set 4 3.50 2.50 A 2.0 Sidar Kondo Set 32.80 2.50 A 2.0 Silver Queen, Brood Mother Set 33.90 3.00 2.0 Sisay Set 13.30 2.50 A 2.0 Squee Set 13.90 2.50 A 2.0 Starke Set 23.00 2.50 A 2.0 Tahngarth Set 33.30 2.30 A 2.0 Takara Set 42.80 2.50 A 2.0 Titania Set 42.80 2.50 A 2.0 Urza Set 43.40 2.50 A 2.0 Volrath Set 23.00 2.50 A 2.0 Xantcha Set 42.80 2.50 A 2.0	Rofellos	Set 3 2.80	2.50	2.00
Sidar Kondo Set 3 2.80 2.50 & 2.50 2	Selenia	Set 2 4.00		2.00
Silver Queen, Brood Mother Set 3 3 3 0 0 2 .250 A 2.0 2.0				2.00
Sisay Set 1 3 30 2.50 A 2.0 Squee Set 1 3 30 2.50 A 2.0 Starke Set 2 3 00 2.50 A 2.0 Tahingarth Set 1 3 30 2.50 A 2.0 Takara Set 3 3 30 2.30 A 2.0 Tawnos Set 4 2.80 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Urza Set 4 3 40 2.50 A 2.0 Volrath Set 2 3 00 2.50 A 2.0 Xantcha Set 4 2.80 2.50 A 2.0	Sidar Kondo		2.50▲	2.00
Squée Set 13 90 2.50 Å 2.0 Starke Set 2300 2.50 Å 2.0 Tahngarth Set 3300 2.50 Å 2.0 Takara Set 33.30 2.90 Å 2.0 Tawnos Set 4 2.80 2.50 Å 2.0 Titania Set 4 2.80 2.50 Å 2.0 Urza Set 4 3.40 2.50 Å 2.0 Volrath Set 2 3.00 2.50 Å 2.0 Xantcha Set 4 2.80 2.50 Å 2.0				2.00
Starke Set 2 3.00 2.50 A 2.0 Tahngarth Set 1 3.00 2.50 A 2.0 Takara Set 3 3.00 2.90 A 2.0 Tawnos Set 4 2.80 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Urza Set 4 3.30 2.50 A 2.0 Volrath Set 2 3.00 2.50 A 2.0 Xantcha Set 4 2.80 2.50 A 2.0				2.00
Tahngarth Set 1 3.00 2.50 Å 2.0 Takara Set 3 3.30 2.30 Å 2.0 Tawnos Set 4 2.80 2.50 Å 2.0 Titania Set 4 2.80 2.50 Å 2.0 Urza Set 4 3.40 2.50 Å 2.0 Volrath Set 2 3.00 2.50 Å 2.0 Xantcha Set 4 2.80 2.50 Å 2.0	Squee			2.00
Takara Set 3 3.30 2.30 A 2.0 Tawnos Set 4 2.80 2.50 A 2.0 Tittania Set 4 2.80 2.50 A 2.0 Urza Set 4 3.40 2.50 A 2.0 Volrath Set 2 3.00 2.50 A 2.0 Xantcha Set 4 2.80 2.50 A 2.0				2.00
Tawnos Set 4 2.80 2.50 A 2.0 Titania Set 4 2.80 2.50 A 2.0 Utrza Set 4 3.40 2.50 A 2.0 Volrath Set 2 3.00 2.50 A 2.0 Xantcha Set 4 2.80 2.50 A 2.0				2.00
Titania Set 4 2.80 2.50 A 2.0 Urza Set 4 3.40 2.50 A 2.0 Volrath Set 2 3.00 2.50 A 2.0 Xantcha Set 4 2.80 2.50 A 2.0				2.00
Urza Set 4 3.40 2.50 ▲ 2.0 Volrath Set 2 3.00 2.50 ▲ 2.0 Xantcha Set 4 2.80 2.50 ▲ 2.0				2.00
Volrath Set 2 3.00 2.50 ▲ 2.0 Xantcha Set 4 2.80 2.50 ▲ 2.0				2.00
Xantcha Set 4 2.80 2.50 ▲ 2.0				2.00
				2.00
6"x9" CARDS Source UPR MED LOV	Xantcha	Set 4 2.80	2.50▲	2.00
	6"Y9" CARDS	Source UPR	MED	LOW
Abeyance Arena 16.00 10.75 6.1	Name and Address of the Owner, where the Park of the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, which i			6.10

6"x9" CARDS	Source UPR	MED	LOW
Abeyance	Arena 16.00	10.75	6.10
Adarkar Wastes	Arena 5.00	5.00	4.50
All Hallow's Eve	Arena 15.00	10.00	8.00
Aswan Jaguar	Mprose 5.50	5.00	5.00
Autumn Willow	Arena 6.00	5.30	4.10
Balance	Arena 9.00	6.00	5.00
Balduvian Horde	Arena 6.80	6.00	5.00
Baron Sengir	Arena 11.50	10.25▲	6.30
Black Knight	Arena 8.00	7.40▲	5.00
Black Lotus	Scrye 10.00	8.00	6.50
Blacker Lotus	Arena 9.10	6.20▲	6.00
Blinking Spirit	Arena 8.00	5.00	5.00
Brushland	Arena 6.00	5.00	4.90
Cadaverous Bloom	Arena 9.00	6.40▲	5.50
Chaos Orb	Inquest 8.30	5.00	5.00
City of Brass (3rd place)	Arena 13.75	10.00	6.50
City of Brass (4th place)	Arena 13.75	9.50	6.50
Crimson Hellkite	Arena 8.40	6.30	5.30
Cursed Scroll	Arena 15.25	14.75▲	9.60
Dark Banishing	Arena 8.40	7.00	4.50
Deflection (3rd place)	Arena 6.00	6.00	5.00
Deflection (4th place)	Arena 6.50	5.10	5.00
Disenchant	Arena 9.40	6.50	5.20

J				
Dissipate (3rd place)	Arona	6.30	6.00	5.30
Dissipate (4th place)	Arena Arena	6.30	5.80	5.10
Drain Life	Arena	8.50	8.00	4.80
Earthquake	Arena		5.10	5.00
Enduring Renewal (3rd place)	Arena	8.00	6.00	5.10
Enduring Renewal (4th place)	Arena	8.00	6.00	5.10
Erhnam Djinn (3rd place) Erhnam Djinn (4th place) Fallen Angel (3rd place)	Arena	6.90	5.80	5.00
Erhnam Djinn (4th place)	Arena	7.80	6.50 5.30	5.00
Fallen Angel (3rd place)	Arena	6.40	5.30	4.30
Fallen Angel (4th place)	Arena	7.00	5.00	4.00
Fireball Force of Nature	Arena Arena	5.10 9.50	5.00 9.00	5.00 5.10
Forest	Arena	4.50	3.00▼	3.00
Greater Realm of Preservation	Arena	6.30	5.00	5.00
Guardian Beast (3rd place)	Arena	11.25	6.80	5.00
Guardian Beast (3rd place) Guardian Beast (4th place)	Arena	6.80	5.30	5.00
Hurloon Minotaur	WotC	5.80	5.00	5.00
Hurricane	Arena	8.50	8.00	4.50
Hydroblast (3rd place)	Arena	7.00	5.00	5.00
Hydroblast (4th place)	Arena		5.00	5.00
lcy Manipulator	Arena Arena	9.80	8.00	6.10
Incinerate Incoming!	GenCor	9.00	9.00 6.20	5.70 5.80
Infemal Contract	Arena		5.00	4 30
Infernal Spawn of Evil	Arena	5.00	5.00	4.30 4.30
Island	Arena	4.50	3.00▼	3.00
Ivory Tower	Arena	6.00	5.00	5.00
	Duelist		5.00	5.00
Jokulhaups	Arena	8.80	7.90▲	5.70
Juzám Djinn	Duelist		7.50	5.30
Karplusan Forest	Arena	5.30	5.00	5.00
Lhurgoyf	Arena	5.00	5.00	5.00
Library of Alexandria	Arena	7.10	10.50	6.80
Meditate (3rd place) Meditate (4th place)	Arena	7.10	5.00	5.00 5.00
Mirror Mirror	Arena Arena	10.25	5.00 8.00	6.50
Mirror Universe	Arena	13.75	10.00	8.30
Mountain	Arena	4.50	3.00▼	3.00
Natural Balance (3rd place)	Arena	8.00	6.00	5.10
Natural Balance (4th place)	Arena	8.00	5.204	5.00
Necropotence	Arena	9.50	6.00	5.00
Nether Shadow (3rd place)	Arena	6.00	5.00	5.00
Nether Shadow (4th place)	Arena	5.40	5.00	5.00
Order of the White Shield Personal Incarnation	Arena Arena	5.00 5.00	5.00 4.80	4.30 4.00
Plains	Arena	4.50	3.00▼	3.00
Pox	Arena	9.40	6.30	4.30
Prosperity	Arena	9.00	8.00	4.50
Pyroblast (3rd place)	Arena	5.00	5.00	5.00
Pyroblast (4th place)	Arena	5.00	5.00	5.00
Pyroclasm (3rd place)	Arena	5.00	5.00	4.20
Pyroclasm (4th place)	Arena	5.00	4.80	4.00
Recall	Arena Comic WotC	7.00	5.00	4.80
Serra Angel (Guay art) Serra Angel (Shuler art)	Offilio V	25.00	12.00	6.30 7.50
Shatterstorm	Arena	7.10		5.00
	Duelist		6.00	5.00
Sibilant Spirit	Arena		5.00	5.00
Sol'kanar the Swamp King	Arena		6.00	5.00
Squandered Resources	Arena	10.75	10.00	6.40
Squirrel Farm (3rd place)	Arena	6.60	5.00	5.00
Squirrel Farm (4th place) Stormbind	Arena	6.60	5.00	5.00
Stormbind	Arena	7.60	5.80	5.00
Swamp	Arena	4.50	3.00	3.00
Swords to Plowshares (3rd place	Arena	11.00	10.00	5.50 5.50
Swords to Plowshares (4th place Thorn Elemental	Starter	7.20	6.00	5.50
Vampinic Tutor	Arena	15.75	10.25	6.30
Vesuvan Doppelganger	Arena		8.00	6.90
Wheel of Fortune	Arena	8.50	8.00	6.90
Zuran Orb	Arena	8.80	6.00	5.30
monumus cappe p		1100	MED	LOW
	FNM		8.50A	7.50
	Arena		7.704	6.50
Archangel (Japanese)	Gotta	15.25	15.00	13.75
Arena	Novel	7.70	5.00	4.00

Ascendant Evincar Gotta 10.2	5 8.50▼	8.0
Asia-Pacific basic land card APAC 8.6	0 7.00	4.8
Avatar of Hope F Pre 9.0 Balduvian Horde (Japan 1999)F DCI 15.2		8.0 11.2
Ball Lightning F DCI 50.0		37.5
Ball Lightning (alt. art) Beat 8.3	0 7.50	5.8
Bear MPR 3.0 Beast MPR 5.7	0 3.00 0 4.30	2.5 3.0 5.0
Beast MPR 5.7 Beast of Burden F Pre 9.2	0 4.30	5.0
Beast of Burden (no set sym.)F Pre 15.0	0 14.25	6.5
Bird MPR 3.0	00 3.00▲	2.0
Black Knight F FNM 11.5 Blue Elemental Blast Comic 4.7	0 10.00 0 3.30	3.0
Black Knight F FNM 11.5 Blue Elemental Blast Comic 4.7 Carnophage F FNM 12.2	5 10.00	8.5 3.0 7.0 6.0
Chill F Arena Q 5	in 8.00	6.0
City of Brass F DCI 37.5 Clockwork Beast (alt. art) Beat 2.9	00 25.75▲ 00 1.00	21.5
Counterspell F DCI 50.0	n 34 50 A	26.5
Counterspell DCI 20.0	00 18.00	26.5 15.0 10.0
Creeping Mold F Arena 14.5 Crusade F DCI 19.7	0 10.00 v	10.0
Dauthi Slayer F Arena 9.4	0 7.20	6.2
Diabolic Edict F Arena 10.0	00.8 00	8.0
Dirtcowl Wurm Pre 8.5 Disenchant F DCI 21.2	7.00 5 20.00	6.0 19.0
Disenchant Arena 16.0		12.0
Dismiss F Arena 13.5	0 11.25	9.0
Dissipate F FNM 10.0	0 7.50	6.0
Drain Life F FNM 10.2 Duress F Arena 13.0	10.00 A 10 12.00 A	10.0
Elephant (Nielsen art) MPR 8.0	0 6.00	8.0 10.0 3.0
Elephant (Swekel art) MPR 10.0	00.8	6.0 8.0
Elvish Lyrist F DCI 10.0	0 9.00	8.0
Empyrial Armor FArena 12.5 Enlightened Tutor FArena 16.5 Erhnam Djinn (alt. art) F Beat 10.0	0 11.25 0 12.00	7.9 9.0
Erhnam Djinn (alt. art) F Beat 10.0	0 8.00	6.2
Ertai, the Corrupted (alt. art) F Pshift 23.0 Euro basic land card Europe11.2		15.2
Euro basic land card Europe11.2 False Prophet F Pre 7.9	8.00 0 6.30	6.8 5.0
Feral Throwback F Pre 8.1	0 6.00	5.0 4.3
Fireball Comic 10.0	8.00	5.8
Fireball (M in circle) Arena 10.7 Fireblast F FNM 10.7	9.50 v 9.50 v 9.50 v	6.5
Fireslinger F FNM 10.0	0 9.50 v	7.1
Fling F Arena 10.0	0 8.00 0 7.70	7.1 7.9 6.5
Forbid F FNM 9.0 Forest Arena 4.5	0 3.50V	3.0
Forest (4th Ed.) F Arena 4.0		3.0
Forest (Ice Age) F Arena 4.8		3.0
Forest (Urza's Śaga) F Arena 4.0 Fungal Shambler F Pre 8.0	0 4.00	4.0
t Gaeas Biessind - F-PTE 15 U	0 15.00	6.0
Gaea's Cradle F DCI 41.5	0 40.00	40.0
Giant Badger Novel 6.1 Giant Growth F FNM 12.0	0 5.00	3.8 9.2
Giant Growth F FNM 12.0 Glory F Pre 11.0		10.0
Goblin Soldier MPR 3.0	0 3.00	3.0
Guru basic land card Guru 18.7 Hammer of Bogardan F DCI 61.2	5 15.00	12.7 31.2
Hammer of Bogardan F DCI 61.2 Icy Manipulator FDmast 12.0		4.8
Impulse F FNM 15.0	0 12 00	8.8
Incinerate FDmast 11.0	0 8.00	4.0 7.3
Incinerate DCI 10.7 Island Arena 4.8	5 8.00 0 3.00	3.0
Island (4th Ed.) FArena 6.0	0 4.00	3.5
Island (Ice Age) F Arena 4.0	0 3.70	3.0
Island (Urza's Śaga) F Arena 4.0 Jackal Pup F FNM 10.0	0 4.00	4.0 7.7 3.8
Jamuraalowe Kartetakto.8	0 5.50	3.8
Karn, Silver Golem F Arena 14.5	0 1200	10.0
Laquatus's Champion F Pre 11.5 Laquatus's Champion (no date) F Pre 19.2 Laquatus's Champion (no date) F Pre 19.2	9.30A 5 18.00	8.0
Lhurgoyf FDmast 8.0	0 5.20▲	4.0
Lightning Bolt F DCI 40.0	0 30.00	24.7
Lightning Dragon F Pre 19.0 Lightning Hounds	0 18.00	13.0
(feather symbol) FTopDeck5.0	00 4.50	1.8
Midland Collector's Co	rner	

Llanowar Elves	F FNM 19.75	18.00	13.50
Longbow Archer	F FNM 13.50	10.25	9.00
Lord of Atlantis	F DCI 13.50	12.00	10.00
Lu Bu, Master at Arms	Pre 12.25	12.00	7.20
Mana Crypt	Novel 10.50	9.30	8.00
Mana Leak Man-O'-War	F Arena 8.00 F Arena 10.50	7.70A 8.00A	7.00 6.80
Memory Lapse	F DCI 29.00	25.75	17.50
Mind Warp	F FNM 8.00	6.00	5.10
Mogg Fanatic	F FNM 10.00	10.00	9.30
Monstrous Hound	F Pre 7.20	6.00	5.50
Mountain	Arena 5.00	3.00 ▼ 3.00	3.00
Mountain (Ice Age) Mountain (Urza's Saga)	FArena 4.00	3.00	3.00
Mountain (Urza's Saga)	F Arena 4.00	3.90	3.00
Nalathni Dragon (DragonCon symbol)	Con/Mag5.00	5.00	3.00
Nalathni Dragon (Japanese)	Redem10.00	10.00	6.40
Necropotence	FDmast 12.00	7.00	5.00
Oath of Druids	F DCI 40.00	30.00	29.00
Ophidian	F FNM 13.50	10.00	7.50
Overtaker	F Pre 6.90	5.50 7.20▲	3.00
Parallax Dementia	Gotta 9.80	7.20	5.30
Pillage Plains	FArena 13.00 Arena 4.50	10.00	10.00
Plains (Ice Age)	F Arena 3.90	3.00 V 3.00	3.00
Plains (Urza's Saga)	F Arena 4.00	3.90	3.00
Pouncing Jaguar	F Arena 12.50	10.00	7.50
Prodigal Sorcerer	F FNM 13.50	12.00	9.00
Questing Phelddagrif	F Pre 7.60	6.00	6.00
Quirion Ranger	F FNM 10.50	8.00	8.00
Raging Kavu (Kavu Furens) Rathi Assassin	F Pre 9.00 F Pre 8.40	8.00 6.00▼	6.40 4.00
Revenant	Dro 9.00	7.00	6.00
Rewind	FArena 9.50 FStarter 9.00 F FNM 15.25 MPB 3.80	8.00▼	6.00
Rhox (alt. art)	FStarter 9.00	6.00▼	5.00
River Boa	F FNM 15.25	11.00▼	8.00
Saproling		3.00	3.00
Scent of Cinder Sengir Vampire (alt. art)	Duelist 9.80 F Beat 10.00	8.00	3.70
Serra Angel (Shuler art)	F 102.25	6.20▲ 96.25▲	4.50 73.75 25.75
Serra Avatar	F DCI 30.00	28.00	25.75
Sewers of Estark	Novel 6.80	3.50	2.00
Shivan Dragon (Japanese)	comic 13.25	10.75▲	10.00
Shock	F FNM 14.50	10.00	10.00
Silent Specter	F Pre 9.00	6.80	6.10 5.50
Skittering Skirge Skyship Weatherlight (alt. art)	F Arena 10.00	8.00 ▼ 20.00	17.25
Soltari Priest	E ENINA 12 EO	11.00	10.00
Spined Wurm	TopDeck2.10	1.50▲	1.00
Spirit	IVIFA 3.00	3.00	2.50
Squirrel	MPR 8.00	5.00▲	4.00
Staunch Defenders	F FNM 9.50	8.00	5.50
Stone Rain	F FNM 16.50 F Pre 6.90	10.00	7.20
Stone-Tongue Basilisk Stroke of Genius	F Pre 6.90 F DCI 35.00	6.00 30.00	5.00
Stupor	F Arena 10.00	8.00	8.00
Swamp	Arona 480	3.80	3.00
Swamp (Ice Age)	FArena 4.00	3.00	3.00
Swamp (Urza's Saga)	F Arena 4.00	4.00	3.00
Swamp (Urza's Śaga) Swords To Plowshares Tahngarth, Talruum	F FNM 17.50	14.50▲	11.25
lanngarth, fairtuum	E Dobitt 04 E0	10.75	10.50
Hero (alt. art) Terror	F Pshift 21.50 F FNM 12.00	12.75 10.00▼	10.50 7.40
Thorn Elemental (Japanese)	Gotta 9.30	8.30	4.60
Thran Quarry	Gotta 9.30 , F DCI 23.75	15.00	10.75
Uktabi Orangutan	F Arena 11.25	10.00	9.00
Vampiric Tutor	F DCI 43.75	36.00▲	26.75
Volcanic Geyser	F FNM 10.00	9.00	7.50
Volcanic Hammer Wall of Blossoms	F JSS 13.25 F FNM 12.00	11.25 10.75	10.00
Warmonger (feather symbol)		4.40 V	2.30
Wasteland	F MPR 21.50	19.50♥	15.00
White Knight	F FNM 10.00	9.00	7.80
Windseeker Centaur	Novel 6.00	4.00	3.80
Wurm	MPR 6.40	6.00	5.00
Zombie	MPR 6.00	5.00	4.00

Price Guide Contributors

١	Alabam Montgomery	CI Visions Cards & Games	(334) 288-3300	
	Arizona Yuma	Fan Quest	(520) 329-9088	
ı	Californ Burbank	******************************		www.kingscomicsandcards.com
ı	Newark San Mateo	C&J Collectables Gator Games	(510) 796-5790 (650) 571-7529	Juzamjuice@aol.com www.qatorqames.com
۱	Connect Manchester		(860) 643-8834	fathersnsonshobby@aol.com
ı	Illinois Niles	Pastimes Cards, Comics		
	Marylan	& Games	(847) 470-9635	www.pastimes.net
	Baltimore	Walt's Cards Be Beep A Toy Store	(410) 288-7044 (410) 544-1844	sjcole3@msn.com
	Michiga Battle Creek	n	(616) 963-3773	www.titanaames.com

Midland	Collector's Corner	(989)	839-2060	
New Jei	sey			
Haddonfield	Conte's Card Castle	(856)	616-1313	
New Yo	rk			
Mastic	Golden Memories	(631)	281-0554	
Oregon	******************************	******		••••••
Salem	Borderlands		399-3597	
Salem	RUSH	(503)	375-9867	
Rhode I	sland			
Coventry	FantasyGameland	(401)	828-3240	fantasygameland@cox.net
Texas	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	• • • • • • • •	************	
Texas Hewitt	Merlin's Keep	(254)	420-1141	
	Midnight Comics & Games	(281)	293-0226	
Hewitt	Midnight Comics & Games Strike Zone SE	(281) (281)	293-0226 484-7875	
Hewitt Houston Houston	Midnight Comics & Games Strike Zone SE	(281) (281)	293-0226	·
Hewitt Houston Houston	Midnight Comics & Games Strike Zone SE	(281) (281)	293-0226 484-7875	·
Hewitt Houston Houston	Midnight Comics & Games Strike Zone SE NW	(281) (281) (713)	293-0226 484-7875	tag_online@mindspring.com
Hewitt Houston Houston Wirginia Mechanicsville	Midnight Comics & Games Strike Zone SE NW	(281) (281) (713)	293-0226 484-7875 937-3141	tag_online@mindspring.com
Hewitt Houston Houston Wirginia Mechanicsville	Midnight Comics & Games Strike Zone SE NW TAG, Ltd.	(281) (281) (713) (804)	293-0226 484-7875 937-3141	tag_online@mindspring.com entertainmentink@bellnet.cam

Support the retail stores that make Scrye's price guide great!







BLUE EYES WHITE DRAGON (226 Cards)				
	810.00 ▼	450.00		
	185.00	167.50		
1st Edition BEWD Yu-Gi Starter Deck 29.75		20.00		
1st Edition BEWD Kaiba Starter Deck 30.00	25.00	20.00		
1st Edition BEWD Booster Pack 12.00		8.00		
Unlimited BEWD Set 650.00	450.00 ▼	350.00		
Unlimited BEWD Booster Box 165.00	140.00	125.00		
Unlimited BEWD Yu-Gi Starter Deck 16.00	15.00	13.00		
Unlimited BEWD Kaiba Starter Deck 16.00	15.00	13.00		
	7.00 ▲	6.00		
UNLIMITED SINGLES (% 1st EDITIO	N PRICE)			

Unlimited BEWD Yu-Gi Starter Decl		15.00	13.00
Unlimited BEWD Kaiba Starter Decl		15.00	13.00
Unlimited BEWD Booster Pack	8.70	7.00 ▲	6.00
UNLIMITED SINGLES (% 1:			000/
Ultra-Rare card (UR) Super-Rare card (SR)	90% 100%	90%	80% 80%
Rare card	100%	80%	70%
Common card	100%	100%	70%
Fixed card (X)	100%	90%	70%
CARD NAME RA			LOW
		0.60	0.50
Ancient Telescope	X 1.00 X 1.00 X 1.00	0.60	0.50
Ansatsu	X 1.00	0.60	0.50
	R 5.00	4.30 ▼	4.00
	C 0.50	0.50	0.25
	R 4.90	4.00	3.30
Armored Starfish	C 0.50	0.50	0.25
	X 1.00	0.60	0.50
Basic Insect Battle Ox	C 0.50 X 1.00	0.50	0.25
Beast Fangs	X 1.00 C 1.10	0.90 0.60 V	0.50 0.35
Beaver Warrior	C 0.50	0.50	0.30
Beaver Warrior	X 1.00	0.60	0.50
	JR 45.00	44.00 ▲	40.50
Blue-Eyes White Dragon U	RX26.50	15.00	10.00
Book of Secret Arts	C 1.10	0.60▼	0.35
Book of Secret Arts	X 1.10	1.00	0.60
Card Destruction S	RX 5.80	4.50	3.30
Castle Walls	X 1.00 X 1.00	0.80	0.50
Castle Walls	X 1.00	0.80	0.50
	SR 12.75	12.00	10.25
Celtic Guardian	X 2.30 X 1.90	1.00	0.60
	X 1.90 R 4.90	1.10 4.00	0.60 3.30
	X 1.00	0.60	
Curse of Dragon	SR 14.75	12.50 ▼	0.50 9.00
		1.50	0.60
D. Human	X 2.80 X 1.00 X 1.00	0.60	0.50
Dark Assassin	X 1.00	0.60	0.50
Dark Energy	C 1.00	0.60▼	0.35
Dark Energy	X 1.10	1.00	0.50
Dark Gray	C 0.50	0.50	0.25
	SR 14.75	13.50 ▼	9.80
	X 2.80	1.30 ▼	0.60
	X 2.80	1.50	0.60
Dark King of the Abyss Dark Magician	C 0.50 JR 30.00	0.50 27.50 ▼	0.25
Dark Magician U	RX14.75	11.00	25.00 8.30
Dark Titan of Terror	X 1.00	0.60	0.50
	R 5.00	4.30 ▼	4.00
Darkworld Thoms		0.50	0.25
De-Spell	X 1.00	1.00	0.60
De-Spell	X 1.10	1.00	0.60
Destroyer Golem	X 1.00	0.60	0.50
Dian Keto the Cure Master	X 1.40	1.00	0.60
Dissolverock	C 0.50	0.50	0.25
Doma The Angel of Silence	C 0.50 X 1.00 X 1.10 X 1.00 X 1.40 C 0.50 X 1.00 R 4.00	0.60	0.50
Dragon Capture Jar	R 4.00	4.00	3.60
Dragon Capture Jar	X 1.40	1.00	0.60
Dragon Treasure	C 1.20	0.60▼	0.35
Dragon Zombie	X 1.00	0.60	0.50
Dragoness the Wicked Knight	R 4.90	4.00	3.30
Drooling Lizard Electro-Whip	C 0.50 C 0.70	0.50	0.25
Enchanting Mermaid	C 0.70	0.50	0.35
Exodia the Forbidden One	UR 55.00	45.00	40.00
Feral Imp	X 1.00	0.60	0.50
Fiend Reflection #2	C 0.50	0.50	0.25

The same of the sa				
Final Flame	R	5.00	4.50 ▼	3.60
Firegrass	C	0.50	0.50	0.25
Fireyarou	C	0.50	0.50	0.25
Fissure -	R X	4.90 1.40	4.00	3.10 0.60
Fissure	X	1.40	1.00	0.60
Flame Ghost	R	4.90	4.30 ▼	4.00
Flame Manipulator Flame Swordsman	C	0.50	0.50 16.00 A	0.25 12.75
Flower Wolf	R	5.00	4.30 V	3.30
Follow Wind	C	0.90	0.60 ▼	0.35
Forest	C	0.50	0.50	0.35
Frenzied Panda Fusionist	C R	0.50 5.00	0.50 4.30 ▼	0.25 3.30
Gaia the Dragon Champion		40.00	35.00	27.25
Gaia The Fierce Knight		32.75	24.50 ▼	20.50
Gaia The Fierce Knight	X	3.40	2.00	0.70
Giant Soldier of Stone Giant Soldier of Stone	R X	4.90 1.40	4.30 ▼ 1.00	3.10 0.50
Goblin's Secret Remedy	R	4.90	4.30 ▼	4.00
Gravedigger Ghoul	R	4.40	4.00	3.30
Great White Green Phantom King	X C	1.00	0.60	0.50
Gyakutenno Megami	C	1.00	0.60	0.50
Hane-Hane	R	4.90	4.00	4.00
Hane-Hane Hard Armor	X	1.40	0.90 0.50	0.50
Hinotama	C	0.50 0.70	0.50	0.25
Hinotama Soul	Č	0.50	0.50	0.35 0.25
Hitotsu-Me Giant Hitotsu-Me Giant	C	0.50	0.50	0.25
Invigoration	Ϋ́	1.00	0.60	0.50
Judge Man	X	1.10	0.60	0.50
Just Desserts	Χ	1.20	1.00	0.60
Kagemusha of the Blue Flame Karbonala Warrior	C C C X X X C R	0.50 5.00	0.50 4.60 ▼	0.25 4.00
King Fog	C	0.50	0.50	0.25
Kojikocy	X	1.00	0.60	0.50
Koumori Dragon	X	1.00	0.60 🔻	0.50
Kumootoko Kurama	C X C C	0.50 0.50	0.50 0.50	0.25 0.25
La Jinn the Mystical Genie	Χ	1.10	1.00	0.23
Larvas	C	0.50	0.50	0.25
Laser Cannon Armor Last Will	C	1.00	0.60 ▼ 1.00	0.35
Left Arm of the Forbidden One		41.25	38.00 ▲	35.00
Left Leg of the Forbidden One	UR	41.25	38.00 ▲	35.00
Legendary Sword	C	1.10	0.60 V	0.35
Lesser Dragon Lord of D.	C SRX	0.70 7.00	0.50 6.00	0.25 5.00
Machine Conversion Factory	C	1.00	0.60 ▼	0.35
Magical Ghost	Χ	1.00	0.60	0.50 0.25
Mammoth Graveyard Mammoth Graveyard	C	0.50	0.50 0.60	0.25
Man Eater	C	1.00	0.50	0.50 0.25
Man-Eater Bug	SR	14.75	12.50 ▼	10.50
Man-Eater Bug	X	1.50	1.10	0.60
Man-Eating Treasure Chest Masaki the Legendary Swordsma		1.00	0.60 0.50	0.50 0.25
Master & Expert	Χ	1.00	0.60	0.50
Meda Bat	C	0.50	0.50	0.25
Metal Dragon Misairuzame	R	7.50 0.50	6.00 0.50	4.30 0.30 0.25
Monster Egg	C	0.50	0.50	0.25
Monster Reborn	UR	0.50	26.50 ▼	16.25
Monster Reborn Monster Reborn	X	2.00	1.70 V	0.60
Mountain	ĉ	2.30 0.70	1.50 ▼ 0.50	0.60 0.35
M-Warrior #1	C	0.50	0.50	0.25
M-Warrior #2	C	0.50	0.50	0.25
Mysterious Puppeteer Mystic Clown	X X	1.00	0.60	0.50
Mystic Clown	X	1.00	0.60	0.50
Mystic Horseman	X	1.00	0.60	0.50
Mystical Elf Mystical Elf	SR	12.75	11.00 ▼ 1.10	9.30
Mystical Moon	C	1.00	0.60 ▼	0.00
Mystical Sheep #2	C	0.50	0.50	0.25
Nemuriko Neo the Magic Swordsman	C	0.50	0.50	0.25
Neo the Magic Swordsman Ogre of the Black Shadow	X	1.00	0.60	0.50
One-Eyed Shield Dragon	C	0.50	0.50	0.25
Ookazi	X	1.00	1.00	0.60
Pale Beast Petit Angel	C	1.00	0.60 0.50	0.50
Petit Dragon	C	0.70	0.50	0.25 0.25
Polymerization	SR	31.00	23.00 ▲	15.75
Pot of Greed Power of Kaishin	R	7.50 1.10	6.00	4.00
Raigeki	C SR	20.75	0.60 ▼	0.35 14.25
Raise Body Heat	C	1.00	0.60 ▼	0.35
Ray & Temperature	C	0.50	0.50	0.25
Reaper of the Cards Red Medicine	R	5.00 0.70	4.30 ▼ 0.50	4.00 0.35
Red-Eyes B. Dragon		48.75	45.00	40.50
Reinforcements	Χ	1.00	0.80	0.50
Reinforcements	Χ	1.00	0.80	0.50
Remove Trap Remove Trap	C	0.50 1.00	0.50 0.60	0.35 0.50
Remove Irap	Х	1.00	0.80	0.50
Reverse Trap	X	1.00	0.60	0.50
Reverse Trap Right Arm of the Forbidden One	X UR	1.00	0.60 38.00 ▲	0.50 31.25
Right Leg of the Forbidden One	UR	41.25	38.00 ▲	31.25
Roque Doll	Χ	1.00	0.60	0.50
Root Water Rude Kaiser	C	0.50	0.50 0.60	0.25
Ryu-Kishin	Χ	1.00	0.60	0.50
Ryu-Kishin Powered	X	1.00	0.60	0.50

Silver Bow and Arrow	С	1.00	0.60▼	0.35
Silver Fang	C	0.50	0.50	0.33
Silver Fang	X	1.00	0.60	0.50
Skull Red Bird	C	0.50	0.50	0.35
Skull Red Bird	Χ	1.00	0.60	0.50
Skull Servant	C	0.50	0.50	0.25
Sogen	C	0.50	0.50	0.35
Sogen Sorcerer of the Doomed	X	1.00	0.60 0.60	0.50
Soul Exchange		10.00	9.00	5.00
Sparks	C	0.50	0.50	0.35
Spike Seadra	C	0.50	0.50	0.30
Spirit of the Harp	R	4.90	4.30 ▼	4.00
Steel Ogre Grotto #1	C	0.50	0.50	0.30
Stop Defense	R	4.90	4.00	4.00
Succubus Knight Summoned Skull	C	0.50 2.40	0.50 1.30	0.30
Sword of Dark Destruction	x	1.10	1.00	0.60
Swords of Revealing Light		23.75	19.00	13.25
Swordstalker	Χ	1.00	0.60	0.50
Terra the Terrible	C	0.50	0.50	0.25
Terra the Terrible	Χ	1.00	0.60	0.50
The 13th Grave	CDV	0.50	0.50	0.25 4.30
The Flute of Summoning Dragon The Furious Sea King	C	0.50	6.10 0.50	0.25
The Inexperienced Spy	X	1.00	0.60	0.50
The Stern Mystic	X	1.00	0.60	0.50
The Wicked Worm Beast	Χ	1.00	0.60	0.50
Trap Hole		12.75	11.00 ▼	8.00
Trap Hole	X	1.40	1.00	0.60
Trap Hole Trap Master	X	1.40	1.00	0.60
Trap Master	X	1.00	0.60	0.50
Tri Horned Dragon	SCR	39.00	35.00	26.00
Trial of Hell (Unl: of Nightmare)	C	0.70	0.50	0.25
Tripwire Beast	C	0.50	0.50	0.25
Turtle Tiger	C	0.50	0.50	0.30
Two-Mouth Darkruler	C R	0.50	0.50	0.25
Two-Pronged Attack Two-Pronged Attack	X	4.40	3.80 A 0.90	3.10 0.50
Two-Pronged Attack	x	1.00	0.90	0.50
Tyhone	Ĉ	0.50	0.50	0.25
Últimate Offering	X	1.00	1.00	0.50
Ultimate Offering	X	1.00	1.00	0.50
Umi	C	0.50	0.50	0.35
Unknown Warrior of Fiend Uraby	C	1.00	0.60 0.50	0.50
Uraby	X	0.90	0.50	0.50
Vile Germs	Ĉ	1.00	0.60 ▼	0.35
Violet Crystal	C	1.10	0.60 ▼	0.35
Waboku	X	1.00	1.00	0.60
Wall of Illusion	X	1.00	0.60	0.50
Wasteland	С	0.50	0.50	0.35
Winged Dragon, Guardian of the Fortress #1	Χ	1.10	0.60 ▼	0.50
Witty Phantom	ĉ	0.50	0.50	0.25
Witty Phantom	X	1.00	0.60	0.50
Yami	C	0.50	0.50	0.35
Yami	Χ	1.00	0.60	0.50
Total	1,0	05.85	847.30	670.10
METAL RAIDER	S (144	cards		
Metal Raiders Set			254.75 ▼	212.50
Metal Raiders Booster Box	1	13.00	105.00 🛦	98.50
Metal Raiders Booster Pack		5.70	5.00	4.30
CARD NAME	RAR	UPR	MED	LOW

Metal Raiders Set	Total	1,005.85	847.30	670.10
Metal Raiders Set 367.50 254.75 yr 212.50 Metal Raiders Booster Box 113.00 105.00	METAL DAIDS	obvoor AAPI 20		
Metal Raiders Booster Box Metal Raiders Booster Pack 113.00 105.00 & 98.50 Metal Raiders Booster Pack RAR UPR MED LOW CARD MAME RAR UPR MED LOW 7 Colored Fish C 0.90 0.45 0.30 Ancient Brain C 0.50 0.35 0.30 Ancient Lizard Warrior C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 Armored Toragon UR 300.0 2.50 0.30 Armored Toragon UR 300.0 2.50 0.30 Bastle Steer C 0.50 0.35 0.30 Battle Steer C 0.50 0.35 0.30 Big Eye C 0.50 0.35 0.30 Battle Steer C 0.50 0.35 0.30 Big Eye C 0.50 0.35 0.30 Blackfland Fire Dragon C 0.50 0.35 0.30 Black Juggler C 0.50 0.35 0.30				212.50
Metal Raiders Booster Pack 5.70 5.00 4.30 CARD NAME RAR UPR MED LOW 7 Colored Fish C 0.50 0.45 0.30 Ancient Eff C 0.50 0.35 0.25 Ancient Lizard Warrior C 0.50 0.35 0.25 Armored Lizard C 0.50 0.35 0.25 Armored Zombie C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 Basby Dragon UR 30.00 27.50 a 24.25 Battle Steer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Blackland Fire Dragon Blackland Fire Dragon 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30				
CABO MAME RAR UPR MED NO LOW COMMENTARY 7 Colored Fish C 0.90 0.45 0.30 Ancient Brain C 0.50 0.35 0.25 Ancient Elf C 0.50 0.35 0.25 Ancient Lizard C 0.50 0.35 0.25 Armored Lizard C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 B. Skull Dragon LIR 32,52 30.00 25,750 22,50 Baby Dragon C 0.50 0.35 0.30 Barrel Dragon LIR 30,00 0.75,70 24,25 Bickuribox C 0.50 0.35 0.30 Bladefly R 400 400 3.00 Bladefly R 400 400 3.00 Blast Juggler C 0.50 0.35 0.30 Block Aftack C 0.50 0.35 0.30 Blue-Winged Crown C 0.50 0.35 0.30 Blue-Winged Grown C 0.50 0.35 0.30				
7 Colored Fish C 0.90 0.45 0.30 Ancient Brian C 0.50 0.35 0.25 Ancient Elf C 0.50 0.35 0.25 Ancient Lizard C 0.50 0.35 0.25 Armored Izard C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 B. Skull Dragon LR 302.25 30.00 25.25 Baby Dragon C 0.90 0.50 0.30 Barrel Dragon LR 300.00 27.50 ½ 42.55 Battle Sleer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Big Eye C 0.50 0.35 0.30 Biadefly R 4.00 4.00 3.00 Blast Juggler C 0.50 0.35 0.30 Blast Juggler C 0.50 0.35 0.30 Blue-Wingèd Crown <t< td=""><td></td><td></td><td></td><td></td></t<>				
Ancient Brain Ancient Brain Ancient Elf Ancient Lizard Warrior C 0.50 0.35 0.25 Armored Lizard C 0.50 0.35 0.30 B. Skull Dragon B. Skull Dragon B. Skull Dragon B. Skull Dragon Barel Dragon Bary Dragon C 0.50 0.35 0.30 Bary Dragon Bary Dragon Bary Dragon C 0.50 0.35 0.30 Blackland Fire Dragon Bast Juggler C 0.50 0.35 0.30 Blackland Fire Dragon Bast Juggler C 0.50 0.35 0.35 Blus-Wingéd Crown C 0.50 0.35 0.30 Blus-Wingéd Crown C 0.50 0.35 0.30 Blus-Wingéd Crown C 0.50 0.35 0.30 Castle of Dark Illusions C 0.50 0.35 0.30 Castle of Dark Illusions C 0.50 0.35 0.30 Catapult Turle C 0.50 0.35 0.30 Crawling Dragon C 0.50 0.35 0.30 Dragon Piper C 0.50 0.35 0.35 Dragon Piper Dragon Pip				
Ancient Elf C 0.50 0.35 0.25 Ancient Lizard Warrior C 0.50 0.35 0.25 Ancient Lizard Warrior C 0.50 0.35 0.25 Ancient Lizard Warrior C 0.50 0.35 0.30 Armored Lizard C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 B. Skull Dragon UR33.02 0.00 252 5.25 Baby Dragon UR30.00 27.50 \(\) 242 5.8 Battle Steer C 0.50 0.35 0.30 Battle Steer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Bidedfly R 4.00 4.00 \(\) 3.00 Bidedfly R 4.00 4.00 \(\) 3.5 0.30 Bidedfly R 4.00 4.00 \(\) 3.5 0.30 Bidedfly R 4.00 4.00 \(\) 3.5 0.30 Camnon Soldier R 4.50 4.00 \(\) 3.5 0.30 Catapult Turtle R 4.50 4.00 \(\) 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Catapult Turtle R 2.75 0.00 0.35 0.30 Catapult Turtle R 4.00 4.00 \(\) 3.5 0.30 Catapult Turtle R 4.00 4.00 \(\) 3.5 0.30 Crass Clown C 0.50 0.35 0.35 Catapult Turtle R 4.00 4.00 \(\) 3.00 Crass Clown C 0.50 0.35 0.25 Dark Hif R 4.00 4.00 3.40 Deepsea Shark C 0.50 0.35 0.25 Dark Hif R 4.00 4.00 3.30 Cyber Saurus C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.35 D				
Ancient Lizard Warrior Armored Zombie C 0.50 0.35 0.35 Armored Zombie C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 B. Skull Dragon C 0.50 0.35 0.30 B. Skull Dragon C 0.50 0.35 0.30 Barrel Dragon Barly Dragon C 0.50 0.35 0.30 Barrel Dragon Barle Steer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Big Eye C 0.50 0.35 0.30 Big Eye C 0.50 0.35 0.30 Biadefly R 4.00 4.00 3.00 Blast Juggler C 0.50 0.35 0.30 Bladefly R 4.00 4.00 3.00 Blast Juggler C 0.50 0.35 0.30 Bladefly R 4.00 4.00 3.00 Blast Juggler C 0.50 0.35 0.30 Bladefly R 4.00 4.00 3.00 Blast Juggler C 0.50 0.35 0.30 Caste of Dark Illusions C 0.50 0.35 0.30 Cannon Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Cannon Soldier R 4.00 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Carawing Dragon C 0.50 0.35 0.30 Craswing Dragon C 0.50 0.35 0.30 Craswing Dragon C 0.50 0.35 0.30 Craswing Dragon C 0.50 0.35 0.30 Dragon C 0.50 0.35 0.35 Dark Eff R 4.0 4.00 3.40 Deepsea Shark C 0.50 0.35 0.35 Destroyer Golem C 0.50 0.35 0.35 Destroyer Golem C 0.50 0.35 0.35 Destroyer Golem C 0.50 0.35 0.35 Dragon Piper C				
Armored Lizard C 0.50 0.35 0.30 Armored Lizard C 0.50 0.35 0.30 Armored Zombie C 0.50 0.35 0.30 0.35 0.30 B. Skull Dragon UR 33.25 30.00 25.25 Baby Dragon UR 30.00 27.55 0.30 Bary Dragon UR 30.00 27.55 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0				
Armored Zombie C 0.50 0.35 0.30 B. Skull Dragon UR33225 30.00 25.25 Baby Dragon C 0.90 0.50 0.30 Barel Dragon UR3000 27.50 24.25 Battle Steer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30 Blacklard Grey R 4.00 3.00 35 0.30 Blast Juggler C 0.50 0.35 0.30 0.35 0.30 Blast Jungler C 0.50 0.35 0.30 0.35 0.30 0.35 0.30 0.35 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.30				
B. Skull Dragon Bay Dragon Bis Sker C 0.50 Bay				
Baby Dragon C 0.90 0.50 0.30 Barrel Dragon UR 30.00 27.50 la 24.25 Battle Sleer C 0.50 0.35 0.30 Bickuribox C 0.50 0.35 0.30 Bicky Dragon C 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30 Bladetly R 4.00 4.00 la 3.00 Blast Juggler C 0.50 0.35 0.30 Block Attack C 0.50 0.35 0.30 Block Attack C 0.50 0.35 0.30 Bottom Dweller C 0.50 0.35 0.30 Canino Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Castle of Dark Illusions C 0.50 0.35 0.30				
Barriel Drägon UR 30.00 27.50				
Battle Sleir Bickuribox C 0.50 Big Eye Big Big Big Eye Big				
Bickuribox				
Big Eye C 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30 Blackland Fire Dragon C 0.50 0.35 0.30 Blast Juggler C 0.50 0.35 0.25 Block Attack C 0.50 0.35 0.25 Block Mingde Crown C 0.50 0.35 0.30 Bottom Dweller R 4.50 4.00 3.60 Carainon Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Cataput Turtle DR 27.70 0.50 0.30 Change of Heart UR 23.75 20.00 14.75 Cocoon of Evolution C 0.50 0.35 0.30 Crawing Dragon C 0.50 0.35 0.30 Crawing Dragon C 0.50 0.35 0.25 Dark Elf R 4.40 4.00 3.40 <				
Blackland Fire Dragon C 0.50 0.35 0.30 Bladefly R 4.00 4.00 ± 3.00 Bladefly R 4.00 4.00 ± 3.00 Blast Juggler C 0.50 0.55 0.25 Block Attack C 0.50 0.35 0.30 Blue-Winged Crown C 0.50 0.35 0.30 Canton Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Cataput Turtle SR 10.75 8.90 ± 8.00 Change of Heart UR 23.75 20.00 1.75 Cocoon of Evolution C 0.50 0.35 0.30 Crass Glown C 0.50 0.35 0.30 Crass Glown C 0.50 0.35 0.30 Cyber Saurus C 0.50 0.35 0.30 Cyber Saurus C 0.50 0.35 0.25 Desk				
Bladefly		C 0.50		
Blast Juggler C 0.50 0.35 0.25 Block Attack C 0.50 0.50 0.30 0.30 Blote-Winged Crown C 0.50 0.50 0.30 Bottom Dweller C 0.50 0.35 0.30 Bottom Dweller C 0.50 0.35 0.30 Cannon Soldier R 4.50 0.35 0.30 Catapult Turtle R 4.50 0.35 0.30 Catapult Turtle R 51 0.75 8.90				
Block Attack				
Blue-Wingéd Crown C 0.50 0.35 0.30 Carninon Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Castle of Dark Illusions C 0.50 0.35 0.30 Catapult Turtle C 0.50 0.35 0.30 Catapult Turtle C 0.50 0.35 0.30 Change of Heart UR 23.75 20.00 14.75 Coccon of Evolution C 0.70 0.50 0.30 Crawling Dragon C 0.50 0.45 0.30 Crawling Dragon C 0.50 0.35 0.35 Dark Elf R 4.40 4.00 3.40 Deepsea Shark C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.35 Dream Clown C 0.50 0.35 0.35 Dream Clown C 0.50 0.35 0.35 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.35 Gamenia Elefantis SR 10.75 3.500 3.00 Gamenia Elefantis SR 10.75 3.00 3.00 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.50 0.30 C 0.50 0.50 0.35 0.25 C 0.50 0.50 0.30 C 0.50 0.30 0.50 0.30 C 0.50 0.50 0.50 C 0.50				
Bottom Dweller C 0.50 0.35 0.30 Cannon Soldier R 4.50 4.00 3.60 Castle of Dark Illusions C 0.50 0.35 0.30 Catage of Heart UR 23.75 0.00 1.87 Change of Heart UR 23.75 0.00 1.75 Cocoon of Evolution C 0.70 0.50 0.30 Crass Glown C 0.50 0.45 0.30 Crawling Dragon C 0.50 0.35 0.25 Cyber Saurus C 0.50 0.35 0.25 Dark Elf R 4.00 3.40 Destroyer Golem C 0.50 0.35 0.25 Disk Majcician C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Eiper C </td <td></td> <td></td> <td>0.35</td> <td></td>			0.35	
Cannon Soldier R 4,50 4,00 3,60 Castle of Dark Illusions C 0,50 0,35 0,30 Catapult Turde SR 10,75 8,90 k 8,00 k 9,00 k 8,00 k 9,00 k 9,50 k 9,35 k 9,25 k 9,2			0.35	
Castle of Dark Illusions C 0.50 by Catapult Turtle 0.35 by 0.4 by 0.30 by 0.30 by 0.4 by 0.30 by 0.4 by 0.30 by 0.4 by 0.30 by 0.45 by 0.25 by 0.25 by 0.45 by 0.25				
Charige of Heart UR 23.75 20.00 14.75 Cocoon of Evolution C 0.70 0.50 0.30 Crass Glown C 0.50 0.45 0.30 Crawling Dragon C 0.50 0.35 0.35 Cyber Saurus C 0.50 0.35 0.25 Dark Elf R 4.40 4.00 3.40 Deepsea Shark C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Gate Gu	Castle of Dark Illusions			
Charige of Heart UR 23.75 20.00 14.75 Cocoon of Evolution C 0.70 0.50 0.30 Crass Clown C 0.50 0.45 0.30 Crawling Dragon C 0.50 0.45 0.30 Cyber Saurus C 0.50 0.35 0.25 Dark Elf R 4.40 4.00 3.40 Deepsea Shark C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.35 Dream Legotist R 4.50 4.00 4.00 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 0.34 0.30 F	Catapult Turtle	SR 10.75		
Cocon of Evolution C 0.70 (0.30) 0.50 (0.35) 0.30 (0.35) 0.30 (0.35) 0.30 (0.35) 0.30 (0.35) 0.30 (0.35) 0.30 (0.35) 0.30 (0.35) 0.35 (0.35) 0.25 (0.25)<	Change of Heart	UR 23.75	20.00	
Crawling Dragon C 0.50 0.35 0.30 Cyber Saurus C 0.50 0.35 0.25 Dark Elf R 4.40 4.00 3.40 Deepsea Shark C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.35 Elegrant Egotist R 4.50 4.00 4.00 Elegrant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.50 0.30 0.25 Fareal limp C 0.50 0.35 0.25 Fame Cerebrus C 0.50 0.35 0.25 Gamecia Elefantis SR48.75 35.00 k 30 Garele the Kin	Cocoon of Evolution	C 0.70		
Cyber Saurus C 0.50 0.35 0.25 Dark Elf R 4.40 4.00 3.40 Dark Elf R 4.40 0.05 0.25 Destroyer Golem C 0.50 0.35 0.25 Disk Magician C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.25 Dream Clown C 0.50 0.35 0.30 Elegant Egotist R 4.50 4.00 4.00 Elegant Egotist R 4.50 4.00 4.00 Erral Imp C 0.50 0.35 0.25 Fake Trap R 4.30 3.00 3.00 Feral Imp C 0.50 0.35 0.30 Gamecia Elefantis SR 10.75 9.90 8.00 Gare Gerebrus SC 7.60 0.03 0.05 Gare Gerebrus C 0.50 0.30 0.05 Gare Biet the King of Mythical Beasts C			0.45	0.30
Dark Elf R 4,40 4,00 3,40 Deepsea Shark C 0,50 0,35 0,25 Destroyer Golem C 0,50 0,35 0,25 Doma The Angel of Silence C 0,50 0,35 0,25 Doma The Angel of Silence C 0,50 0,35 0,25 Dragon Piper C 0,50 0,35 0,30 Dream Clown C 0,50 0,35 0,30 Electric Lizard C 0,50 0,35 0,25 Elegant Egotist R 4,50 4,00 4,00 Empress Judge C 0,50 0,35 0,25 Fake Trap R 4,30 3,40 3,00 Feral Imp C 0,50 0,35 0,25 Rameoia Elefantis SR 10,75 9,90 8,00 3 Garnelie the King of Mythical Beasts C 0,50 0,35 0,30 Germ Infection C 0,50 0,50 0,35	Crawling Dragon			
Deepsea Shark C 0.50 0.35 0.25 Destroyer Golem C 0.50 0.35 0.25 Disk Majcician C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.30 Electric Lizard C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Irap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Jame Carebrus C 0.50 0.30 0.25 Gamecia Eletartis SR 10,75 9,90 8.00 Gamecia Eletartis SCR48,75 35,00 km 30,75 Garelle the King of Mythical Beasts C 0.50 0.35 0.25 G				
Destroyer Golem C 0.50 0.35 0.30 Disk Magician C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragn Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.25 Dream Lizizard C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Rame Cerebrus C 0.50 0.35 0.25 Gare Budratifan SCR48.75 35.00 3.00 Gare Intection C 0.50 0.35 0.25 Germ Intection C 0.50 0.35 0.25 Golder Elegantia SR 0.75 0.50 0.30 0.30 <td></td> <td></td> <td></td> <td></td>				
Disk Majician C 0.50 0.35 0.25 Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.30 Electric Lizard C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.02 Faral Imp C 0.50 0.35 0.25 Rameo Erebrus C 0.50 0.35 0.25 Rameo Erebrus SCR48.75 35.00 k 30.75 Gazele the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Doma The Angel of Silence C 0.50 0.35 0.25 Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.30 Electric Lizard C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Rame Cerebrus C 0.50 0.30 0.25 Gamecia Elefantis SR 10.75 35.00 a Gate Guardian SCR48.75 35.00 a Germ Infection C 0.50 0.35 0.25 Germ Infection C 0.50 0.35 0.25				
Dragon Piper C 0.50 0.35 0.30 Dream Clown C 0.50 0.35 0.35 Blegart Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Tap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Hame Gerebrus C 0.50 0.50 0.30 Garnecia Elefantis SR 10.75 9.99 8.00 Garedia Elefantis SCR48.75 35.00 ± 30.75 Gazelle the King of Mythical Beasts C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.50 0.30				
Dream Clown C 0.50 0.35 0.30 Electric Lizard C 0.50 0.35 0.25 Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.55 0.25 Flame Cerebrus C 0.50 0.50 0.30 Gamecia Eletantis SR 10,75 35.00 k 30.75 Gazele the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Electric Lizard			0.35	
Elegant Egotist R 4.50 4.00 4.00 Empress Judge C 0.50 0.35 0.25 Fake Tap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Hame Cerebrus C 0.50 0.50 0.30 Garnecia Elefantis SR 10.75 9.90 8.00 Gare Guardian SCR48.75 35.00 a 30.75 Gazelle the King of Mythical Beasts C 0.50 0.35 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Empress Judge C 0.50 0.35 0.25 Fake Trap R 4.30 3.40 3.00 Feral Imp C 0.50 0.35 0.25 Flame Cerebrus C 0.50 0.50 0.30 Gamecia Eletantis SR 10,75 9.90 8.00 Garee Guardian SCR48,75 35.00 ▲ 30,75 Gazelle the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Fake Trap R 4.30 3.04 3.00 Feral Imp C 0.50 0.25 0.25 Hame Cerebrus C 0.50 0.30 0.30 Gamecia Elefantis SR 10.75 9.90 8.00 Gate Guardian SCR48.75 35.00 la 30.75 Gazelle the King of Mythical Beats C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.35 Giga-Tech Wolf C 0.50 0.35 0.25				
Feral Imp C 0.50 0.35 0.25 Hame Cerebrus C 0.50 0.30 0.30 Garmecia Elefantis SR 10.75 9.90 8.00 Gate Guardian SCR48.75 35.00 ▲ 30.75 Gazelle the King of Mythical Beats C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.35 Giga-Tech Wolf C 0.50 0.35 0.25				
Flame Gerebrus C 0.50 0.50 0.30 Garmecia Elefantis SR 10.75 9.90 8.00 Gate Guardian SCR48.75 35.00 8.07 Gazzelle the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.35 Giga-Tech Wolf C 0.50 0.35 0.25				
Gamecia Eletantis SR 10.75 9.90 8.00 Gate Guardian SCR48.75 35.00 a 30.75 Gazelle the King of Mythical Beats C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Gate Guardian SCR48.75 35.00 ▲ 30.75 Gazelle the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Gazelle the King of Mythical Beasts C 0.50 0.35 0.30 Germ Infection C 0.50 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Germ Infection C 0.50 0.30 Giga-Tech Wolf C 0.50 0.35 0.25				
Giga-Tech Wolf C 0.50 0.35 0.25				
	•			

Giltia the D. Knight	C 0.50	0.35	0.25
Great Moth	R 5.90	4.80	4.50
Ground Attacker Bugroth	C 0.50	0.35	0.30
Guardian of the Labyrinth	C 0.50	0.35	0.25
Harpie Lady	C 0.50	0.50	0.30
Harpie Lady Sisters	SR 10.75	10.00	8.40
	SR 10.75	10.00	8.40
Heavy Storm			
Hibikime	C 0.50	0.35	0.25
Horn of Heaven	UR 25.00	21.50	16.25
Hoshiningen	R 4.90	4.00	3.10
Hunter Spider	C 0.50	0.35	0.30
	C 0.50	0.35	0.30
Hyosube	0 0.50		
Illusionist Faceless Mage	C 0.50	0.35	0.30
Insect Soldiers of the Sky	C 0.50	0.35	0.25
Jellyfish	C 0.50	0.35	0.30
Jinzo #7	C 0.50	0.35	0.30
		0.00	
Jirai Gumo	C 0.50	0.35 0.35	0.30
Kaminari Attack	C 0.50	0.35	0.25
Kazejin	SR 14.50	12.50 0.35	11.25
Killer Needle	C 0.50	0.35	0.25
		0.00	
King of Yamimakai	C 0.50	0.50	0.30
Kojikocy	C 0.50	0.35	0.30
Kuriboh	SR 10.75	8.90 🛦	8.00
Labyrinth Tank		0.40	0.25
Lady of Faith	C 0.50	0.35	0.25
Larvae Moth	C 0.50	0.35	0.25
Launcher Spider	C 0.50	0.35	0.30
Lava Battleguard	C 0.50	0.35	0.30
			0.00
Leghul		0.35	0.25
Leogun	C 0.50	0.35	0.30
Little Chimera	R 4.50	4.00	3.00
Magic Jammer	UR 26.00	25.00	23.50
Magician of Faith		4.00	3.30
Mask of Darkness	R 4.50	4.00 ▲	3.00
Masked Sorcerer	R 4.00	4.00 ▲	3.00
Mega Thunderball	C 0.50	0.35	0.25
Milus Radiant			3.00
	R 4.50	3.50	3.00
Mirror Force	UR 25.75	25.00	25.00
Morinphen	C 0.50	0.35	0.30
Muka Muka	R 4.00	4.00	3.50
			0.25
Mushroom Man #2	C 0.50	0.35	0.23
Musician King	C 0.50	0.35	0.25
Mystic Horseman	C 0.50	0.35	0.30
Mystic Lamp	C 0.50	0.35	0.30
Niwatori	C 0.50	0.35	0.25
	0.00		
Ocubeam	C 0.50	0.35	0.30
Ooguchi	C 0.50 C 0.50	0.35	0.25
Pale Beast	C 0.50	0.35	0.30
Paralyzing Potion	C 0.50	0.50	0.30
Data Manual	0 0.50	0.00	
Petit Moth	C 0.50 C 0.50	0.33	0.25
Prevent Rat	C 0.50	0.35 0.35	0.30
Princess of Tsurugi	R 4.50	4.00	4.00
Protector of the Throne		0.35	0.30
Pumpking the King of Ghosts	C 0.50 C 0.50 C 0.50	0.35 0.35	0.30
	0 0.50	0.00	0.00
Punished Eagle	C 0.50	0.35	0.25
Queen's Double	C 0.50	0.50	0.30
Rabid Horseman	C 0.50	0.35	0.25
Rainbow Flower	C 0.50	0.35	0.25
	C 0.50 C 0.50 C 0.50 C 0.50	0.50	0.30
Ring of Magnetism	0.00	0.50	
Roaring Ocean Snake		0.35	0.25
Robbin' Goblin	R 5.00	4.50 ▲	4.00
Rock Ogre Grotto #1	C 0.50	0.35	0.25
Ryu-Kishin Powered		0.35 0.35 0.35	0.30
		0.00	0.00
Saggi the Dark Clown	C 0.50	0.50	0.30
Sanga of the Thunder	SR 15.00	12.50	11.00
Sangan	R 4.90	4.00	3.30
Seven Tools of the Bandit	UR 23.00	21.00 🛦	16.25
Shadow Ghoul	R 4.40	4.00	3.90
Share the Pain	C 0.50	0.35	0.30
Shield & Sword	R 4.90	4.30 ▲	4.00
Skull Knight	C 0.70	0.50	0.30
Solemn Judgment	UR 24.75	21.50 ▲	15.25
Coul Dalagea	C 0.70		0.20
Soul Release	C 0.70	0.50	0.30
Star Boy	R 4.00	3.60	3.00
Steel Scorpion	C 0.50	0.35 0.35	0.25
Stim-Pack	C 0.50	0.35	0.30
Suijin	SR 15.00	13.00	11.25
Summoned Skull	UR 28.75	25.00	20.00
Swamp Battleguard	C 0.50	0.35	0.30
Sword of Deep-Seated	C 0.70	0.50	0.30
Tainted Wisdom	C 0.50	0.35	0.25
The Bistro Butcher	C 0.50	0.35	0.30
		0.33	
The Cheerful Coffin	C 0.50	0.35	0.30
		-	_



For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!





*AMERICAN CONTRACTOR C	PACE NAME OF THE PACE OF THE P	A) I (K-(f) 4)	COMP.
The Immortal of Thunder	C 0.50	0.35	0.25
The Little Swordsman of Aile	C 0.50	0.35	0.25
The Unhappy Maiden	C 0.50	0.35	0.30
Thousand Dragon	SCR39.75	34.50▼	27.00
Thunder Dragon	C 0.50	0.45	0.30
Time Wizard	UR 32.25	25.50 ▲	25.00
Tongyo	C 0.50	0.35	0.25
Tremendous Fire	C 0.50	0.35	0.30
Trent	C 0.50	0.35	0.30
Tribute to The Doomed	SR 12.50	9.90 ▲	8.00
Twin-Headed Thunder Dragon	SR 13.00	11.50	9.80
Water Omotics	C 0.50	0.35	0.25
White Magical Hat	R 4.40	4.00 ▲	3.30
Winged Dragon, Guardian of			
the Fortress #1	C 0.50	0.35	0.25
Witch of the Black Forest	R 5.30	4.30	4.00
Witch's Apprentice	R 4.00	4.00 ▲	3.00
Yado Karu	C 0.50	0.35	0.30
Total	636.25		459.30
***************************************	404		

Yado Karu	C 0.50	0.35	0.30
Total	636.25	544.30	459.30
MAGIC RULER			
Magic Ruler Set		261.25▼	
Magic Ruler Booster Box	135.50	122.50 ▲	105.00
Magic Ruler Booster Pack	6.50	5.00	5.00
CARD NAME	RAR UPR	MED	LOW
Ameba	R 5.00 C 0.50	3.30▼ 0.35	3.00 0.25
Ancient One of the Deep Forest	UR 25.00	22.75	15.50
Axe of Despair Banisher of the Light	SR 16.50		9.90
Black Illusion Ritual	SR 15.50	12.00 ▲	
Black Pendant	SR 12.50	12.00	10.00
Blue-Eyes Toon Dragon	SCR44.50		
Boar Soldier	C 0.50	0.35	0.25
Ceremonial Bell	C 0.50	0.30	0.25
Chain Energy	C 0.90	0.30	0.25
Chorus of Sanctuary	C 0.90	0.35	0.25
Commencement Dance	C 0.90	0.30	0.25
Confiscation	SR 15.00	12.00	9.30
Crab Turtle	C 0.50	0.30	0.25
Curse of Fiend	C 1.00	0.40	0.25
Cyber Jar	R 5.50	4.60▼	3.00
Dark Witch	C 0.50 C 0.50	0.35 0.35	0.25 0.25
Dark Zebra Darkness Approaches	C 0.50 C 0.90	0.40	0.25
Delinquent Duo	UR 25.00		17.00
Eatgaboon	C 0.50	0.30	0.25
Electric Snake	C 0.50	0.30	0.25
Eternal Rest	C 0.90	0.40	0.25
Fairy's Hand Mirror	C 1.00	0.40	0.25
Final Destiny	C 0.90	0.35	0.25
Fire Kraken	C 0.45	0.30	0.25
Flash Assassin	C 0.50	0.40	0.25
Flying Kamakiri #1	R 5.00	3.30▼	3.00
Gaia Power	C 0.70	0.40	0.25
Giant Germ	R 5.00	4.00▼	3.00
Giant Rat	R 4.50	3.30	3.00
Giant Trunade Giant Turtle Who Feeds on Flam	SR 17.00 nes C 0.50	14.00 A 0.35	8.90 0.25
Gravekeeper's Servant	C 1.00		0.25
Griggle	C 0.50	0.30	0.25
Guardian of the Throne Room	C 0.50	0.35	0.25
Hamburger Recipe	C 0.90	0.30	0.25
High Tide Gyojin	C 0.50	0.35	0.25
Hiro's Shadow Scout	R 4.50	3.30▼	3.00
Horn of Light	C 0.70	0.30	0.25
Horn of the Unicorn	R 5.00	4.00▼	3.10
House of Adhesive Tape	C 0.50	0.30	0.25
Hungry Burger	C 0.50	0.30	0.25
Hyozanryu	R 5.50	4.00▼	3.00
Invader of the Throne	SR 16.50 C 0.50	12.00 4	8.00 0.25
Jigen Bakudan Karate Man	C 0.50 R 5.00	0.35 4.00	3.30
Kotodama	C 0.50	0.30	0.25
Labyrinth Wall	C 0.90	0.40	0.25
Liquid Beast	C 0.45	0.30	0.25
Luminous Spark	C 0.90	0.40	0.25
Magical Labyrinth	C 0.70	0.40	0.25
Maha Vailo	SR 14.00	10.00	8.90
Malevolent Nuzzler	C 0.70	0.40	0.25
Manga Ryu-Ran	R 4.80	4.00	3.40
Mechanical Snail	C 0.45	0.30	0.25
Megamorph	UR 25.00	24.00	21.50
Messenger of Peace	SR 15.50	10.00 ▲	8.00
_			'



A STATE OF THE PARTY OF THE PAR	The State of the S	A CONTRACTOR	
Metal Fish	C 0.45	0.30	0.25
Minar	C 0.50		0.25
Molten Destruction	C 1.00		0.30
Mother Grizzly	R 4.50		3.00
Mystic Plasma Zone	C 0.70	0.40	0.25
Mystic Tomato	R 4.50		3.00
	UR 26.50		16.25
Mystical Space Typhoon			
Nimble Momonga	R 4.80		3.00
Octoberser	C 0.50		0.25
Painful Choice	SR 13.50		8.00
Peacock	C 0.50	0.35	0.25
Penguin Knight	C 0.50		0.25
Performance of Sword	C 0.50		0.25
Psychic Kappa	C 0.50		0.25
Queen Bird	C 0.50		0.25
Red Archery Girl	C 0.50	0.30	0.25
Relinquished	UR 36.00	35.00 ▲	27.00
Rising Air Current	C 1.00	0.40	0.25
Rush Recklessly	R 4.00	4.00 ▲	3.00
Rvu-Ran	C 0.50		0.25
Senju of the Thousand Hands	R 4.50		3.00
Serpent Night Dragon	SCR37.50		
Shining Angel	R 5.00		3.00
Slot Machine	C 0.90		0.25
Snake Fang	C 0.50		0.25
Snatch Steal	UR 27.00		
Sonic Bird	C 0.50		0.25
Spear Cretin	C 0.50		0.25
Spellbinding Circle	UR 26.50	23.75 ▲	
Stone Ogre Grotto	C 0.50		0.25
Tailor of the Fickle	C 1.00		0.25
The Forceful Sentry	UR 26.00		14.00
The Reliable Guardian	C 0.70		0.25
TollC	0.90		0.25
Toon Mermaid	UR 24.00		
Toon Summoned Skull	UR 35.50		22.00
Toon World	SR 28.75		17.25
Turtle Oath	C 0.90	0.30	0.25
Twin Long Rods #2	C 0.50		0.25
Tyhone #2	C 0.50		0.25
	R 5.00	3.30	3.00
ÚFO Turtle			
Umiiruka	C 1.00 C 0.50		0.25
Upstart Goblin			
Wall Shadow		0.30	0.25
Weather Report	C 0.90 C 0.50	0.40	0.25
Whiptail Crow			0.25
Total	647.55	505.20	406.10
PHARAGH'S SER	VANT HOS com	del	

i amo onampion	0 0.00	0.40	0.00
Flying Kamakiri #2	C 0.50	0.45	0.30
Forced Requisition	R 5.00	4.00	3.30
Gamble	C 0.50	0.45	3.30 0.30
Gearfried the Iron Knight	SR 12.00	10.00	9.80
Gift of The Mystical Elf	C 1.20	0.50	0.45
Girochin Kuwagata	C 1.20 C 0.50	0.50	0.30
Coblin Attack Force	UR 25.00	20.00	10.00
Goblin Attack Force		20.00 🛦	16.25
Gradius	C 0.80	0.50	0.30
Graverobber	SR 15.00	10.00	9.80
Gravity Bind	R 5.00	4.00	3.30
Ground Collapse	C 0.50 C 0.50 C 0.50	0.50	0.30
Gust	C 0.50	0.40	0.25
Harpie's Brother	C 0.50	0.50	0.35
			2.00
Hayabusa Knight	R 5.00	4.00	3.90
Imperial Order	SCR40.75 C 0.50 C 0.50 C 0.50 C 0.70	36.25 ▲	28.75
Infinite Dismissal	C 0.50	0.50	0.45
Insect Barrier	C 0.50	0.45	0.30
Insect Imitation	C 0.50	0.40	0.25
Inspection	C 0.70	0.50	0.30
Invitation to a Dark Sleep	C 0.50	0.50	0.30
Invitation to a Dark Sleep		0.50	0.30
Island Turtle Jinzo	C 0.70		0.30
Jinzo	SCR44.25		36.50
Kiseitai	C 0.70	0.50	0.30
Light of Intervention	C 0.50	0.40	0.25
Lightforce Sword	R 4.00		3.00
Limiter Removal	SR 10.00		
Mad Sword Beast			3.30
Magic Drain	R 5.00		3.50
Magical Hats	SR 15.00		8.60
Major Riot	C 0.70	0.50	0.30
Metal Detector	C 0.50		0.30
Michizure	R 5.00		
Minor Goblin Official	C 0.70		0.30
Misses Well	CD 15 00	12.00	
Mirror Wall	SR 15.00	13.00 🛦	8.60
Monster Recovery	R 5.40		3.50
Morphing Jar #2	R 5.00	4.00	3.30
Mr. Volcano	C 0.50	0.45	0.30
Mystic Probe	C 0.50	0.45	0.30
Nobleman of Crossout	SR 10.00	9.80	8.00
Mobleman of Extermination	R 5.40		
Nobleman of Extermination	n 0.40		3.30
Numinous Healer	C 3.00		0.35
Oni Tank T-34	C 0.50	0.45	0.30
Overdrive	C 0.50	0.50	0.30
Parasite Paracide	SR 10.00	10.00	8.60
Premature Burial	UR 25.00		16.25
Drahihitian		4.00	
Prohibition		4.00	4.00
Rain of Mercy	C 0.50	0.50	0.45
Red-Moon Baby	R 5.00	4.00 ▲	3.00
Respect Play	C 0.50	0.40	0.25
Science Soldier	C 0.50	0.40	0.25
Shadow of Eyes	C 0.50 C 0.50 C 0.50 R 4.30	0.50	3.00 0.25 0.25 0.25
Chiff	C 0.50 R 4.30	3.90 ▲	3.00
Shift Claul Invitation	D 4.30	4.00	0.00
Skull Invitation	R 4.00	4.00	3.00 0.30 0.35 0.30 0.25 0.30 0.25 0.30 0.25 20.00
Skull Mariner	C 0.50	0.50	0.30
Solemn Wishes	C 1.00	0.50	0.35
Solomon's Lawbook	C 0.50 C 1.00 C 0.50 C 0.50 C 0.50 C 0.50 C 0.50 C 0.50 UR 25.00	0.45	0.30
Souls of the Fornotten	C 0.50	0.40	0.25
Souls of the Forgotten Spikebot	C 0.50	0.45	0.50
Spikeout Steel Ogre Grotto #2 Sword Hunter The All-Seeing White Tiger The Eye of Truth The Fiend Megacyber	0 0.50	0.40	0.00
Sieci Ugie Giuliü #Z	0.50	0.40	0.25
Sword Hunter	U 1.00	0.50	0.35
The All-Seeing White Tiger	C 0.50	0.50 0.40	0.30
The Eye of Truth	C 0.50	0.40	0.25
The Fiend Megacyber	UR 25.00	23.00 ▲	20.00
The Legendary Fisherman	UR 25.00	20.00	18.00
The Regulation of Tribe	01120.00	20.00	18.00 0.25 4.00
The Regulation of Tribe	C 0.50	0.40	4.00
The Shallow Grave	R 5.00 C 2.00	4.00	4.00
Inousand-Eyes Idol	C 2.00	0.50	0.50
Thousand-Eyes Restrict	UR 35.00	25.00 ▲	20.00
Three-Headed Geedo	C 0.50	0.40	0.25
Time Seal	C 0.90	0.50	0.30
Twin-Headed Fire Dragon	C 0.50 C 0.90 C 0.50 C 0.50	0.50	0.30
Type Zero Magic Crusher	C 0.50	0.50	0.30
The Shallow Glave Thousand-Eyes Idol Thousand-Eyes Restrict Three-Headed Geedo Time Seal Twin-Headed Fire Dragon Type Zero Magic Crusher Wingweaver Wingweaver World Suppression	C 0.50 C 0.50 C 0.70	0.50 0.50 0.50 0.50	0.50 20.00 0.25 0.30 0.30 0.30
World Cuppropies	0 0.70	0.50	0.30
TYONG OUPPIGGGION	C 0.50	0.40 478.25	0.25
Total	588.10	4/8.25	404.35

Flame Champion

C 0.50 0.45

IOIdi	300.10	470.23	404.30
SPECIAL SETS &	PROMOS		
Tournament Pack 1 Set	250.00	175.00	152.50
Tournament Pack 1 Booster Pack	18.50	14.25	10.75
CARD NAME RA	R UPR	MED	LOW
Axe Raider	SR 41.00	36.00 ▲	15.00
Bean Soldier	C 3.30	3.00	1.20
Beastking of the Swamps	R 27.50	9.50	7.50
Blue Medicine	R 18.25	8.80	6.60
Burning Spear	R 17.50	8.80	6.80
Cockroach Knight	C 3.30	2.40	1.20
Corroding Shark	C 3.30		1.20
Cyber Soldier of Darkworld	C 3.80		1.20
Elf's Light	R 15.00		7.00
Giant Flea	C 3.30		1.20
Goddess with the Third Eye	R 30.00		7.50
Gust Fan	R 19.25		6.80
Hercules Beetle	C 3.80		1.20
Kuwagata	C 3.80	2.40	1.20
	SR 55.00		
		125.25 ▲	
	C 3.30	2.40	1.20
	C 3.30		1.20
	SR 55.00		11.00
	R 13.75	8.00	5.90
	C 3.50	2.40	1.20
	R 13.75	7.50	6.10
	C 3.50	2.40	1.20
	C 3.30	2.40	1.20
	R 20.00	8.00	7.00
	R 35.00		7.50
	SR 50.75	27.50 ▲	12.50
Winged Dragon, Guardian of	C E 00	0.40	1.00
the Fortress #2	C 5.00	2.40	1.20

Wodan the Resident of the Forest C 3.80	2.40	1.20
Wow Warrior C 3.30	2.40	1.20
FOIL PROMO CARDS UPR	MED	LOW
Acid Trap Hole GBoy 9.70	8.00	3.80
Blue-Eyes White Dragon GBoy24.75	20.00	13.50
Dark Magician GBoy24.75	15.00	10.50
Exodia the Forbidden One GBoy33.50	29.75	18.50
Salamandra GBoy13.50	8.00	8.00
Seiyaryu GBoy16.50	12.00	9.00



NOTES: Vols. 1-7 have no card numbers. SC=Secret Common; SCR=Secret Rare; PRL=Parallel Rare; ULR=Ultimate Rare

VOLUME	1 (40 cards)		
Volume 1 set	244.50	194.75	144.75
Volume 1 Booster Box	78.25	76.25	74.00
Volume 1 Booster Pack	4.50	4.20	3.80
Common card	0.60	0.25	0.25
CARO NAME	RAR UPR	MEO	LOW
Beast's Teeth	R 4.50	3.60	3.00
Black Hole	SR 11.50	10.50	9.00
Dark Magician	UR-26.25	15.00	14.50
Gaia The Fierce Knight	UR 22.00	15.00	14.75
Legendary Sword	R 5.40	4.00	3.00
Pitfall	SR 11.50	9.00	7.10
Poseidon Power	R 4.50	4.10	3.80
Purple Crystal	R 5.60	4.50	3.80
Secret Tome	R 5.40	4.50	3.80
Split Earth	SR 10.75	8.80	6.80

opin autur	011 10110	0.00	0.00
VOLUME 2	(39 cards)		
Volume 2 set	242.00	189.75	137.25
Volume 2 Booster Box	78.25	76.25	74.00
Volume 2 Booster Pack	4.50	4.20	3.80
Common card	0.60	0.25	0.25
CARD NAME	RAR UPR	MED	LOW
Blood Boil	R 5.10	4.50	3.80
Burned at the Stake	SR 10.25	9.00	7.50
Curse of Dragon	UR 20.50	14.00	12.00
Dark Energy	R 5.10	4.50	3.80
Laser Cannon Armor	R 5.10	4.50	3.80
Machine Refitting Workshop	R 5.10	4.30	3.40
Magic Bacteria	R 5.10	4.30	3.40
Mystical Elf	SR 13.50	11.50	9.30
Raise Dead	SR 11.25	8.80	7.10
Sealing Swords of Light	UR 19.25	14.50	13.00
Mariner	uro II		

VOLUME 3 (50 cards)				
Volume 3 set	2	247.00	199.75	152.25
Volume 3 Booster Box		78.25	76.25	74.00
Volume 3 Booster Pack		4.50	4.20	3.80
Common card		0.60	0.25	0.25
CARD NAME	RAR	UPR	MEO	LOW
Ansatsu	R	5.10	4.50	3.80
Cactus	R	5.10	4.50	3.80
Cannon	R	5.10	4.50	3.80
Gaia the Dragon Knight	SCF	R36.00	29.50	22.75
Giant Machine	R	5.10	4.50	3.80
Hane-Hane	SR	14.25	8.50	6.50
Left Leg of the Forbidden One	UR	37.00	28.00	19.50
Man-Eater Bug	SR	12.75	9.00	7.80
Red-Eyes B. Dragon		35.50	23.00	19.00
Stop Defense	SR	10.25	8.80	7.10

VOLUM	IE 4 (50 card	s)	
Volume 4 set	247.00	199.75	152.25
Volume 4 Booster Box	78.25	76.25	74.00
Volume 4 Booster Pack	4.10	3.90	3.70
Common card	0.60	0.25	0.25
CARD NAME	RAR UPR	MED	LOW
Acid Rain	R 5.10	4.50	3.80
Cocoon of Evolution	SR 12.25	10.50	9.00
Elegant Egotist	UR 18.00	13.00	10.75
Eternal Drought	R 5.10	4.50	3.80
God's Breath	R 5.10	4.50	3.80
God's Insecticide	R 5.10	4.50	3.80
Harpie Lady Sisters	SCR31.0	24.75	18.25
Magician of Faith	SR 15.25	12.50	9.60
Mask of Darkness	SR 10.75	9.30	7.90
Right Leg of the Forbidden One	UR 37.00	29.50	21.75
Summoned Skull	UR 25.50	16.50	13.75
Warrior Obliteration	R 5.10	4.50	3.80
VOLUME 5	(50 cards)		

VOLUM	E 5 (50 cards)		
Volume 5 set	248.25	202.25	156.00
Volume 5 Booster Box	78.25	76.25	74.00
Volume 5 Booster Pack	4.10	3.90	3.70
Common card	0.60	0.25	0.25
CARD NAME	RAR UPR	MED	LOW
B. Skull Dragon	SCR36.25	30.00	23.50
Change of Heart	UR 18.00	14.00	12.50
Darkness's Call	R 6.30	4.70	3.80
Dungeon Worm	R 5.10	4.50	3.80
Eccentric Undertaker	UR 21.50	16.50	15.00
Gift for the Dead	UR 20.50	15.00	14.00
Kazejin	SR 16.50	14.00	11.50
Lightning Rod	R 5.10	4.50	3.80
Rude Kaiser	R 5.10	4.50	3.80
Sanga of the Thunder	SR 16.25	14.00	11.50
Suijin	SR 16.50	13.50	11.50
Tengu Crow	R 5.10	4.50	3.80

	E 6 (51 cards)			# CARD NAME TB-01 Unbalanced Battle
Volume 6 set	249.50		159.75	TB-04 Downfall
Volume 6 Booster Box	82.25 4.50	78.75	75.50	TB-16 Recall the Monster
Volume 6 Booster Pack Common card	0.60	4.20 0.25	3.80 0.25	TB-17 Warp Shift
CARD NAME	RAR UPR	MED	LOW	TB-19 Warp Hole
Bladefly	R 5.10	4.50	3.80	TB-21 Drain Magic
God's Declaration			9.60	TB-25 Shadowy Seducer
Great Moth	UR 12.75 SCR28.50 UR 11.75	25.00	21.50	TB-26 Legendary Fisherma
		10.25	10.00	TB-32 Lucifer Hypnotist
Hoshiningen	R 5.10 R 5.10	4.50	3.80	TB-33 Thousand Eyed Wick TB-34 Thousand Eyed Sac
_ittle Chimera	R 5.10	4.50	3.80	TB-34 Thousand Eyed Sac
Magic Jammer	UR 15.25	15.00	15.00	TB-50 Giga Magic Cyber
Vilus Radiant	SR 11.50	9.30	8.10	TB-51 Gear Freed Knight
Muka Muka Shadow Ghoul	SR 12.75 SR 11.50	8.50 8.80	6.80	TB-52 Insect Shield
Star Boy	R 5.10	4.50	3.80	Total
Thief's Pocket Knife	UR 15.25	15.00	14.25	LEGEND OF BLUE-EYE
Thousand Dragon	SCR36.25	30.00	23.50	
Witch's Apprentice	R 5.10	4.80	4.10	Blue Eyes Booster Box Blue Eyes Booster Pack
VOLUM	E 7 (52 cards)			Common card
Volume 7 set	248.25		156.00	# CARD NAME
Volume 7 Booster Box	78.25	76.25	74.00	LB-00 Celtic Guardian
Volume 7 Booster Pack	4.50	4.20	3.80	LB-01 Blue-Eyes White Dr
Common card	0.60	0.25	0.25	LB-03 Flame Swordsman LB-05 Dark Magician
	RAR UPR	MEO	LDW	LB-05 Dark Magician
Bacterial Infection	R 5.10	4.50	3.80	LB-11 Trial of Hell
Barrel Dragon	UR 18.25	15.00	14.00	LB-13 The 13th Grave
Catapult Turtle	UR 11.75	10.25		LB-19 Dark King of the Ab
	SCR29.50		24.50	LB-22 Turtle Tiger
Goblin Thief Kuriboh	SR 11.50 R 5.10	8.50 4.50	6.80	LB-22 Turtle Tiger LB-26 Aqua Madoor
Mirror Force	SCR31 50	25.75	3.80 19.75	LB-45 Forest
Sword & Shield	UR 11 25	9.50	8.90	LB-46 Wasteland
Sword Queen	R 5 10	4.50	3.80	LB-47 Mountain
The Unhappy Maiden	SR 11.50	9.00	7.50	LB-48 Sogen
Sword & Shield Sword Queen The Unhappy Maiden Thunder Dragon Tremendous Fire	R 5.10	4.80	4.10	LB-49 Umi
Tremendous Fire	R 5.10	4.50	3.80	LB-50 Yami LB-51 Dark Hole
Iwo-Headed Thunder Dragon	UR 19.25	14.25♥		LB-52 Raikeki
Wither Potion	R 5.10	4.50	3.80	LB-56 Fissure
MAGIC R	ULER (50 card	s)		LB-57 Trap Hole
Magic Ruler Booster Box	79.75	77.00	71.25	LB-58 Polymerization
Magic Ruler Booster Pack	4.40	4.00	3.00	Total
Common card	0.60	0.40 🛦		PHANTO
# CARD NAME	RAR UPR	MED	LOW	Phantom God Booster Box
MR-02 Demon's Axe MR-03 Black Pendant MR-06 Hexagram Curse	SR 15.00 R 6.80 UR 17.00	11.75	10.00	Phantom God Booster Pack
MR-06 Havagram Curea	H 0.80	5.90 15.00	5.20 12.00	Common card
MR-24 Demon Inquisitor	SR 11 75	11.00	9.00	# CARD NAME
MR-06 Hexagram Curse MR-24 Demon Inquisitor MR-26 Palace Infiltrator MR-28 AM-7 Slot Machine MR-29 Sacrifice	SR 11 25	10.00	7.00	PG-01 Mystical Elf
MR-28 AM-7 Slot Machine	UR 23.50	21.00	17.00	PG-04 Gaia The Dragon Cl
MR-29 Sacrifice	UR 17.00	15.00	15.00	PG-05 Curse of Dragon
MR-34 IOII	R 5.60	4.80	3.80	PG-09 Red-Eyes B. Dragor PG-10 Reaper of the Cards
MR-38 Confiscate	R 3.80	3.00	2.80	PG-10 Reaper of the Gards
MR-40 Dark Visit	R 5.20	4.00	3.00	PG-27 Dark Energy PG-28 Laser Cannon Armo
MR-45 Aggressive Guard	SR 10.25	9.70	8.60	PG-29 Vile Germs
Total	151.35	126.75	103.15	PG-30 Silver Bow and Arro
PHARAOH'S SERV	/ANT (52 card	s)		PG-31 Dragon Treasure
Pharaoh's Servant Booster Box		60.00	55.00	PG-32 Electro-Whip
Pharaoh's Servant Booster Pack	5.30	4.00	3.00	PG-33 Mystical Moon
Common card	0.60	0.40 ▲		PG-34 Stop Defense PG-35 Machine Conversion
# CARD NAME	RAR UPR		LOW	PG-36 Raise Body Heat
PS-00 Blue-Eyes Toon Dragon			11.00	PG-40 Swords of Revealir
PS-03 Hom of the Unicorn PS-04 Labyrinth Walls	SR 13,25 SC 14.75	10.50 9.30	8.00	PG-47 Man-Eater Bug
PS-09 Exorcism			6.60	PG-49 Hane-Hane
PS-10 Giant Growth	R 5.20 R 5.20	5.00	4.50 4.50	PG-57 Magic Unlock
PS-21 Toon Mermaid	SR 12.00	11.00	8.50	PG-58 Monster Reborn
PS-22 Toon Demon	UR 23.00	15.00	10.00	PG-61 Right Leg of the Fo
PS-23 Time Bomb	R 6.90	4.80	3.40	One
PS-22 Toon Demon PS-23 Time Bomb PS-24 Diamond Dragon	LIB 21 00	14.50	13.75	PG-62 Left Leg of the Fort
PS-25 Ioon World	UR 18.75	15.00	11.25	One DC 62 Dight Arm of the Ed
PS-27 Light Bringer	R 6.10	5.00	4.50	PG-63 Right Arm of the Fo One
PS-29 Senju God	SR 11.50	8.80	7.80	PG-64 Left Arm of the For
PS-34 Massive Virus PS-35 Speedy Squirrel	R 5.80 R 6.50	5.40 5.30	4.50 4.50	One
PS-51 Apostle of Peace	SR 11.00	9.00	7.50	PG-65 Exodia the Forbidde
Total	208.00		119.55	Total
CURSE OF ANU				REVIVAL OF BLACK
worker or mile		59.00	55.00	Revival Booster Box
		3.00	2.80	Revival Booster Pack
Curse of Anubis Booster Box Curse of Anubis Booster Pack	4.50			Common card
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card	4.50 0.60	0.40		A DARRESTON
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME	4.50 0.60 RAR UPR	0.40 A	LOW	# CARD NAME
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke	4.50 0.60 RAR UPR r SCR29.00	0.40 A MED 22.50	17.50	RB-03 Summoned Skull
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite	4.50 0.60 RAR UPR r SCR29.00	0.40 A	17.50	RB-03 Summoned Skull RB-07 Larvae Moth
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword	4.50 0.60 RAR UPR r SCR29.00 UR 15.75	0.40 A MED 22.50 13.50 V	17.50 12.00	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25	0.40 ▲ MED 22.50 13.50 ▼ 9.40	17.50 12.00 7.70	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼	17.50 12.00 7.70 10.00	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD MAME CA-00 Android Psycho Shocke CA-03 Parsite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50	17.50 12.00 7.70 10.00 2.80	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼	17.50 12.00 7.70 10.00 2.80 3.00	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50	0.40 A MED 22.50 13.50 V 9.40 12.50 V 4.50 3.80 V 11.25 A	17.50 12.00 7.70 10.00 2.80 3.00 9.40	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD MAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-36 Reflective Silver Wall CA-33 Imperial Decree	4.50 0.60 RAR UPR F SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70	7.70 10.00 2.80 3.00 9.40 6.90	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sister RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-34 Silk Har of Manic	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00 SR 12.50	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70 11.00 ▲	7.70 10.00 2.80 3.00 9.40 6.90 9.00	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-34 Silk Har of Manic	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00 SR 12.50	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70 11.00 ▲	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thun
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-34 Silk Har of Manic	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00 SR 12.50	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70 11.00 ▲	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 5.10	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thun RB-26 Kazejin RB-27 Suijin
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-34 Silk Har of Manic	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00 SR 12.50	0.40 ▲ MED 22.50 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70 11.00 ▲	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 5.10 4.50	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thun RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD MAME CA-00 Android Psycho Shocke CA-03 Paraste CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-38 Imperial Decree CA-34 Siki Hat of Magic CA-35 Emissary of Obliteratior CA-36 Emissary of Obliteratior CA-37 Shallow Grave CA-38 Premature Burial	4.50 0.60 RAR UPR r SCR29.00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4.80 SR 12.50 SR 10.00 SR 12.50	0.40 A MED 22.50 13.50 V 9.40 12.50 V 4.50 3.80 V 11.25 A 9.70 11.00 5.80 5.80 5.30 V 5.70 A	7.70 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 4.50 4.90	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thun RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card CARD MAME CA-00 Android Psycho Shocke CA-03 Parsiste CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-33 Imperial Decree	4,50 0,60 RAR UPR r SCR29,00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4,80 SR 12.50 SR 10.20 OR 12.50 OR 12.50 OR 12.50 OR 16,40 OR 12.50 OR 16,40 OR 17,40 OR 7,40	0.40 A MED 22.50 13.50 V 9.40 12.50 V 4.50 3.80 V 11.25 A 9.70 11.00 5.80 5.80 5.30 V 5.70 A	7.70 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 4.50 4.90	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thund RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith RB-56 Eate Tan
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Solomor's Law CA-13 Solomor's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-34 Silk Hat of Magic CA-35 Emissary of Destruction CA-37 Shallow Grave CA-38 Perenature Burial CA-39 Perenature Burial CA-40 Order of Prohibiting	4,50 0,60 RAR UPR T SCR29,00 UR 15,75 SC 17,00 R 4,80 SR 12,50 SR 10,00 SR 12,50 R 5,60 R 7,40 R 5,60 UR 15,75	0.40 A MED 22.50 T3.50 V 9.40 12.50 V 4.50 T3.80 V 11.25 A 9.70 11.00 A 5.80 5.80 T5.70 A 5.40 A	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 4.50 4.50	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thund RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith RB-56 Eate Tan
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card ** CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-35 Emissary of Obliteratior CA-36 Emissary of Obliteratior CA-37 Shallow Grave CA-38 Premature Burial CA-40 Order of Prohibiting CA-41 Buster Blader Total	4,50 0,60 RAR UPR r SCR29,00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4,80 SR 12.50 SR 10.00 SR 10.00 R 5,90 R 5,90 UR 5,60 R 7,40 R 5,90 UR 15.75 201.50	0.40 ▲ MED 22.50 ▼ 13.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 ▲ 9.70 11.00 ▲ 5.80 5.80 5.30 ▼ 5.70 ▲ 12.00 152.95	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 5.10 5.10 4.50 4.50 10.50	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thund RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith RB-56 Eate Tan
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card # CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite A-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Bocree CA-34 Silk Hat of Magic CA-35 Emissary of Destructior CA-36 Emissary of Destructior CA-37 Shallow Grave CA-38 Permature Burial CA-40 Order of Prohibiting CA-51 Buster Blader	4,50 4,50 1,00	0.40 ▲ MED 22.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 9.70 11.00 ▲ 5.80 5.80 5.30 ▼ 5.70 ▲ 12.00 152.95 variant)	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 9.00 5.10 5.10 4.50 10.50 122.15	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thunc RB-26 Kazejin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith RB-56 Fake Trap RB-57 Tribute to The Doo RB-58 Soul Release RB-59 The Cheerful Coffir
Curse of Anubis Booster Box Curse of Anubis Booster Pack Common card ** CARD NAME CA-00 Android Psycho Shocke CA-03 Parasite CA-05 Hand Stopping Sword of Light CA-06 Linked Destruction CA-12 Call of Undead CA-13 Solomon's Law CA-13 Solomon's Law CA-16 Reflective Silver Wall CA-33 Imperial Decree CA-35 Emissary of Obliteratior CA-36 Emissary of Obliteratior CA-37 Shallow Grave CA-38 Premature Burial CA-40 Order of Prohibiting CA-41 Buster Blader Total	4,50 0,60 RAR UPR r SCR29,00 UR 15.75 SR 10.25 UR 15.75 SC 17.00 R 4,80 SR 12.50 SR 12.50 SR 12.50 SR 10.90 IR 5,60 R 7,60 R 7,60 R 7,60 R 5,60 R 7,60 R 5,60 R 7,60 R 5,60 R 7,60 R 7,	0.40 ▲ MED 22.50 ▼ 9.40 12.50 ▼ 4.50 3.80 ▼ 11.25 9.70 11.00 ▲ 5.80 5.80 5.30 ▼ 5.70 ▲ 12.00 152.95 variant)	17.50 12.00 7.70 10.00 2.80 3.00 9.40 6.90 5.10 5.10 4.50 4.50 10.50	RB-03 Summoned Skull RB-07 Larvae Moth RB-09 Harpie Lady Sisters RB-11 Cocoon of Evolutio RB-14 Mask of Darkness RB-16 White Magical Hat RB-17 Big Eye RB-18 B. Skull Dragon RB-19 Masked Sorcerer RB-24 Elegant Egotist RB-25 Sanga of the Thun RB-26 Kazejin RB-27 Suijin RB-27 Suijin RB-34 Blast Juggler RB-36 Magician of Faith RB-56 Ealer Tan

	OARD HALE	DAD UDD	MED	LOW				
	CARD NAME Unbalanced Battle	RAR UPR R 5.70	MED 5.50 ▲	LOW 3.00	METAL RAIDERS			17.00
	Downfall	R 5.00	3.00▼	3.00	Metal Raiders Booster Box	52.50 4.30	45.00▼	45.00 2.70
	Recall the Monster	SR 11.25	10.00♥	6.00	Metal Raiders Booster Pack Common card	0.60	3.00 0.40	0.25
	Warp Shift	UR 14.00	8.00	8.00		RAR UPR	MED	LOW
	Warp Hole Drain Magic	R 5.00 SR 12.00	4.00 11.25 A	3.00 10.00		SCR36.25	28.50	20.75
	Shadowy Seducer	R 6.00	4.00	3.00	ME-08 Sangan	R 6.50 SR 11.00	5.80 9.50	5.00 8.00
3	Legendary Fisherman	SR 12.50	11.00	9.00	ME-09 Great Moth ME-10 Kuriboh	R 6.80	5.60	4.90
	Lucifer Hypnotist	R 5.80	4.00▼	3.00	ME-11 Thousand Dragon	UR 17.00	15.00▼	15.00
	Thousand Eyed Wicked Go		12.00	9.00 38.00	ME-15 Catapult Turtle	R 9.40	6.30	4.10
1	Thousand Eyed Sacrifice Thousand Eyed Sacrifice	IIR 23 00	38.00 18.00	18.00	ME-26 Princess of Tsurugi	R 6.80	5.10	4.10
)	Giga Magic Cyber	UR 18.50	12.00	12.00	ME-28 Tremendous Fire ME-30 Shadow Ghoul	R 4.80 R 5.20	3.80 4.00	3.00
1	Gear Freed Knight	SR 11.25	10.00▼	8.00	ME-46 Cannon Soldier	R 5.50	5.30	4.50
2	Insect Shield	R 5.00	3.00▼	3.00	ME-47 Muka Muka	R 5.20	4.00	3.00
		212.25	165.15	145.50	ME-56 Witch of the Black Forest	R 6.50	5.80	4.90
	LEGEND OF BLUE-EYES WH				ME-60 Twin-Headed Thunder Dragon	SR 9.00	8.00	8.00
	es Booster Box	79.00	65.00	52.50	ME-64 Garnecia Elefantis	UR 17.00	11.50	7.30
	es Booster Pack	4.50 0.60	4.00 0.40▲	2.50 0.25	ME-65 Barrel Dragon	UR 15.00	15.00	15.00
	on card Card Name	RAR UPR	MEO	LOW	ME-66 Solemn Judgment	SR 9.60	8.50	8.00
	Celtic Guardian	SCR15.00	14.00	14.00	ME-67 Magic Jammer ME-68 Seven Tools of the Bandit	SR 11.50	10.25 10.25	8.80 8.80
1	Blue-Eyes White Dragon		24.50▼	20.50	ME-69 Horn of Heaven	SR 9.60	8.50	7.30
3	Flame Swordsman –	UR 20.00	17.00	14.00	ME-70 Shield & Sword	SR 9.60	8.50	8.00
5	Dark Magician Gaia The Fierce Knight	UR 17.00 UR 18.50	15.00 13.50	15.00 10.50	ME-73 The Unhappy Maiden	R 5.80	5.70	5.00
1	Trial of Hell	R 4.50	3.50	2.80	ME-74 Robbin' Goblin	R 5.80	5.70	5.00
3	The 13th Grave	R 4.50	4.00	3.80	ME-77 Mirror Force ME-83 Gazelle the King of	UR 18.00	18.00	15.00
9	Dark King of the Abyss	R 4.80	4.30	3.80	Mythical Beasts	SCR20.00	18.00	18.00
2	Turtle Tiger	R 5.20	4.00	3.00	Total	311.45		209.45
6 5	Aqua Madoor Forest	R 4.80 R 4.50	4.30 3.50	3.80	SPELL OF MASK	(52 cards)		
6	Wasteland	R 4.50	3.50	3.00	Spell of Mask Booster Box	55.00	50.00	42.50
7	Mountain	R 4.50	3.50	3.00	Spell of Mask Booster Pack	4.10	3.00	2.40
8	Sogen	R 4.50	3.50	3.00	Common card	0.60	0.40 ▲	0.25
9	Umi	R 4.50 R 4.50	3.50	3.00	# CARD NAME	RAR UPR	MED 20.00	LOW
1	Yami Dark Hole	R 4.50 SR 12.50	3.50 10.50	3.00 8.30	SM-00 Masked Hellraiser SM-05 Reviving Slime	SCR28.00 SR 9.70	8.00	18.00 7.80
2	Raikeki	SR 20.00	17.75	9.00	SM-12 Nuvia the Tempting Goddes		16.00▼	13.25
6	Fissure	SR 9.70	7.50	5.80	SM-13 Sorting Machine	R 5.80	5.30▼	4.50
7	Trap Hole	SR 10.25	7.50	5.80	SM-16 Mask of Powerlessness	SR 10.25	8.50▼	7.80
8	Polymerization	SR 19.75	16.00	11.00	SM-17 Sacrifice Stopping Mask SM-18 Cursed Mask	UR 22.00 SR 11.25	20.00	15.00
		246.75	200.35	159.10	SM-20 Reborn the Dead	R 5.50	5.00	4.10
	PHANTOM GOD				SM-24 Tsunami	R 9.70	6.50	4.50
	m God Booster Box	66.75	57.50	51.25	SM-25 Slime Reactor	R 6.30	5.30 ▲	4.50
	m God Booster Pack on card	4.30 0.60	3.30 0.40	2.70 0.25	SM-28 Rebirth's Reward	UR 18.00	16.00	15.00
1110	CARD NAME	RAR UPR	MED	LOW	SM-33 Big Bang Girl SM-45 Mari the Fallen Angel	SR 15.50 R 10.50	10.75 ▲ 7.30 ▲	8.00 4.90
1	Mystical Elf	SR 14.75	13.75	9.40	SM-50 Offering to the Dead	R 5.80	5.30	4.50
4	Gaia The Dragon Champ		22.00	22.00	SM-51 Blue-Eyes White Dragon		45.00	42.00
5	Curse of Dragon	SR 11.75	9.00 ▼ 23.50	7.80 22.00	Total	267.00	203.75	173.10
J	Red-Eyes B. Dragon	UR 31.75						
0	Reaper of the Cards				LABYRINTH OF NIGHT	MARE (53 ca	ards)	
	Reaper of the Cards Dark Energy	SR 10.25 R 5.00	9.00▼	8.00 2.80	Labyrinth of Nightmare Booster E	ox 55.00	50.00	42,50
0 7 8	Dark Energy Laser Cannon Armor	SR 10.25 R 5.00 R 4.40	9.00▼ 3.90▼ 3.50▼	8.00 2.80 2.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F	ox 55.00 ack 3.80	50.00 3.00	2.20
7 8 9	Dark Energy Laser Cannon Armor Vile Germs	SR 10.25 R 5.00 R 4.40 R 4.40	9.00 ¥ 3.90 ¥ 3.50 ¥ 3.50 ¥	8.00 2.80 2.80 2.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card	ox 55.00 ack 3.80 0.60	50.00 3.00 0.40	2.20 0.25
7 8 9 0	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20	9.00 ¥ 3.90 ¥ 3.50 ¥ 4.00 ¥	8.00 2.80 2.80 2.80 2.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F	ox 55.00 ack 3.80	50.00 3.00	2.20
7 8 9	Dark Energy Laser Cannon Armor Vile Germs	SR 10.25 R 5.00 R 4.40 R 4.40	9.00 ¥ 3.90 ¥ 3.50 ¥ 3.50 ¥	8.00 2.80 2.80 2.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00	50.00 3.00 0.40 ▲ MED 7.80 ▼ 30.00 ▼	2.20 0.25 LOW 7.10 22.25
7890123	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 4.40 R 5.20	9.00 V 3.90 V 3.50 V 4.00 V 3.50 V 4.80	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V	2.20 0.25 LOW 7.10
7 8 9 0 1 2 3 4	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 4.40 R 5.20 R 4.80	9.00 ¥ 3.90 ¥ 3.50 ¥ 4.00 ¥ 3.50 ¥ 4.80 4.30 ¥	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe	Rox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A	2.20 0.25 LOW 7.10 22.25 5.80
789012345	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facto	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 oryR 4.80	9.00 ¥ 3.90 ¥ 3.50 ¥ 4.00 ¥ 3.50 ▼ 4.80 ↓ 4.30 ▼ 3.80 ▼	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 ▲ MED 7.80 ▼ 30.00 ▼	2.20 0.25 LOW 7.10 22.25 5.80 8.80
7 8 9 0 1 2 3 4	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facto Raise Body Heat	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 oryR 4.80 R 4.80	9.00 ¥ 3.90 ¥ 3.50 ¥ 4.00 ¥ 3.50 ¥ 4.80 \$ 4.30 ¥ 3.80 ¥	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A 11.25 A 5.70 11.25	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00
789012345607	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 ory R 4.80 ht UR 19.00 SR 8.80	9.00 V 3.90 V 3.50 V 4.00 V 3.50 V 4.80 V 4.80 V 3.80 V 16.00 8.00	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 SR 11.00	50.00 3.00 0.40 MED 7.80 9.50 11.25 5.70 11.25 10.00 10.00	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80
7890123456079	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Mane-Hane	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 DryR 4.80 DryR 4.80 ST 8.80 SR 9.40	9.00 V 3.90 V 3.50 V 4.00 V 3.50 V 4.80 V 4.80 V 3.80 V 16.00 8.00 7.50 V	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-4E AITH Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouign Board	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 r SR 14.50 R 5.80 SR 15.00 UR 19.25	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A 11.25 A 5.70 11.25 10.00 A 16.25 V	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25
78901234560797	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Words of Revealing Ligi Man-Eater Bug Man-Eater Bug Magic Unlock	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 oryR 4.80 httuR 19.00 SR 8.80 SR 9.40 R 4.80	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.30 v 3.80 v 16.00 8.00 7.50 v 3.80 v	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Sillent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 SR 11.00	50.00 3.00 0.40 MED 7.80 9.50 11.25 5.70 11.25 10.00 10.00	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80
789012345607978	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 DryR 4.80 DryR 4.80 SR 8.80 SR 9.40 UR 15.00	9.00 V 3.90 V 3.50 V 4.00 V 3.50 V 4.80 V 4.80 V 3.80 V 16.00 8.00 7.50 V	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-4E Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouje Board LN-38 Death Message E LN-39 Death Message E LN-30 Death Message T	ox 55.00 (ack 3.80 (b.00 (ack 3.80 (b.00 (ack 3.80 (b.00 (ack 31.00 (b.00 (ack 31.00 (ac	50.00 3.00 0.40 ▲ MED 7.80 ▼ 9.50 ▲ 11.25 ▲ 5.70 11.25 10.00 ▲ 16.25 ▼ 6.00 6.00 6.00	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50
789012345607978	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Words of Revealing Ligi Man-Eater Bug Man-Eater Bug Magic Unlock	SR 10.25 R 5.00 R 4.40 R 5.20 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 DryR 4.80 DryR 4.80 SR 8.80 SR 9.40 UR 15.00	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.30 v 3.80 v 16.00 8.00 7.50 v 3.80 v	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message F LN-41 Death Message H	ox 55.00 (ack 3.80 (b.060	50.00 3.00 0.40 ▲ MED 7.80 ▼ 9.50 ▲ 11.25 ▲ 5.70 11.25 10.00 ▲ 16.25 ▼ 6.00 6.00 7.50 ▲	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo Left Leg of the Forbiddo	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 ory R 4.80 oty R 4.80 bit UR 19.00 SR 8.80 SR 8.80 UR 15.00 en	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.80 v 3.80 v 16.00 s 8.00 v 7.50 v 3.80 v 15.00 v 27.00	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00 3.00 12.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-4E 14-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-40 Death Message A LN-40 Death Message T LN-41 Death Message T LN-43 Poltergieist	ox 55.00 (ack 3.80 (ack 3.	50.00 3.00 0.40 MED 7.80 V 9.50 A 11.25 A 5.70 16.25 V 6.00 6.00 7.50 A 5.70	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80 5.30
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligh Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidde One	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 ory R 4.80 oty R 4.80 SR 9.40 B 9.40 B 9.40 C 10.00 C 10.00	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.80 v 3.80 v 16.00 s 8.00 v 7.50 v 3.80 v 15.00 v 27.00	8.00 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00 3.00 12.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 LaSt Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message F LN-41 Death Message T LN-41 Death Message I LN-43 Poltergeist LN-44 Poltergeist LN-46 Cancel Fusion	ox 55.00 (ack 3.80 (b.060	50.00 3.00 0.40 ▲ MED 7.80 ▼ 9.50 ▲ 11.25 ▲ 5.70 11.25 10.00 ▲ 16.25 ▼ 6.00 6.00 7.50 ▲	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo Left Leg of the Forbiddo	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 ory R 4.80 oty R 4.80 SR 9.40 B 9.40 B 9.40 C 10.00 C 10.00	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.80 v 4.80 v 3.80 v 16.00 v 7.50 v 3.80 v 27.00	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00 3.00 12.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-4E 14-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-40 Death Message A LN-40 Death Message T LN-41 Death Message T LN-43 Poltergieist	ox 55.00 ack 3.80 ack	50.00 3.00 0.404 MED 7.80 V 9.50 A 11.25 A 5.70 11.25 (6.00 6.00 6.00 7.50 A 5.70 A 5.70 A 5.70 A 5.70 A 5.70 A 5.70 A	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 5.50 5.50 5.50 5.50 5.80 7.90
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Leff Leg of the Forbidder One Right Arm of the Forbidde One Leff Lem of the Forbidder Leff Arm of the Forbidder Leff Lem of the Forbidder Leff Lem of the Forbidder One	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 DOTYR 4.80 DOTYR 4.80 SR 9.40 R 4.80 UR 15.00 en SCR32.00 In SCR32.00	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 4.30 v 16.00 8.00 v 15.00 27.00 27.00	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 15.25 7.80 7.00 12.00 25.00 25.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-12 Dark Necrophia LN-23 Zombie the Dark Hero LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message E LN-39 Death Message I LN-41 Death Message I LN-41 Death Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician	ox 55.00 ack 3.80 0.60 0.60 0.60 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25 ULR33.75 232.00	50.00 3.00 0.404 MED 7.80 V 30.00 V 9.50 A 11.25 A 5.70 11.25 10.00 A 16.25 V 6.00 6.00 6.00 7.50 A 8.50 A 27.50 184.15	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80 5.30 7.90 23.25
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 5.20 R 5.20 R 4.80 DIVR 4.80 UR 15.00 SR 8.80 UR 15.00 EN 5CR32.00	9.00 v 3.90 v 3.50 v 4.00 v 3.50 v 4.80 v 3.50 v 4.80 v 3.80 v 16.00 7.50 v 3.80 v 15.00 27.00 27.00 27.00	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00 3.00 12.00 25.00 25.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-44 Earth Bound Spirit LN-42 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 LaSt Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message F LN-41 Death Message T LN-41 Death Message T LN-41 Death Message T LN-42 Polterpeist LN-43 Polterpeist LN-43 Dark Magician Total STRUCTILE OF CHA Struggle of Chaos Booster Box	OX 55.00 lack 3.80 O.60 O.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25 ULB33.75 232.00 SS [51 cards 51.25	50.00 3.00 0.40 MED 7.80 9.50 11.25 10.00 11.25 10.00 6.00 6.00 6.00 6.00 5.70 8.50 27.50 184.15	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 5.50 5.50 5.50 5.50 7.90 23.25 150.85
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Leff Leg of the Forbidder One Right Arm of the Forbidde One Leff Lem of the Forbidder Leff Arm of the Forbidder Leff Lem of the Forbidder Leff Lem of the Forbidder One	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 B 4.80 B 4.80 B 4.80 B 4.80 B 6.80 B 78 B 8.80 B 78 B 8.80 B 78 B 8.80 B 9.40 B 10 B 1	9.00 v 3.90 v 3.50 v 4.00 v 4.00 v 4.80 v 4.80 v 4.80 v 4.80 v 5.50 v 5.50 v 3.80 v 15.00 v 27.00 v 27.00 v 27.00 v 47.50 v	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.90 2.80 7.00 3.00 15.25 7.80 7.00 25.00 25.00 25.00 25.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-44 Dark Necrophia LN-24 Zombie the Dark Hero LN-25 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Darkth Message A LN-40 Death Message T LN-41 Death Message H LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total Struggle of Chaos Booster Box Struggle of Chaos Booster Pack	ox 55.00 ack 3.80 0.60 0.60 0.60 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 SR 17.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25 ULR33.75 232.00 SS [51 cards 51.25 3.90	50.00 3.00 0.40 MED 7.80 9.50 11.25 5.70 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 45.00 45.00 45.00 3.00	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.50 5.50 5.50
7890123456079781	Dark Energy Laser Cannon Armor Vile Germs Sliver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Exodia the Forbidden One	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 LIVER 19.00 SR 8.80 SR 9.40 R 4.80 UR 15.00 En SCR32.00 In	9.00 v 3.90 v 3.90 v 3.50 v 4.00 v 3.50 v 4.00 v 3.50 v 4.80 v 3.80 v 16.00 27.00 27.00 27.00 27.00 27.00 47.50 337.65	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.80 3.00 2.80 15.25 7.80 7.00 3.00 12.00 25.00 25.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 LaSt Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-30 Death Message E LN-39 Death Message E LN-40 Death Message T LN-41 Death Message T LN-41 Death Message T LN-41 Death Message H LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CMS Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card	OX 55.00 ack 3.80 0.60 0.60 0.60 UR31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 7.50 R 9.80 SR 10.25 ULR33.75 232.00 OS (51 cards 3.90 0.60	50.00 3.00 0.40 \(\text{MED} \) 7.80 \(\text{V} \) 9.50 \(\text{11.25} \) 11.25 \(\text{15.70} \) 11.25 \(\text{10.00} \) 16.25 \(\text{10.00} \) 16.25 \(\text{6.00} \) 6.00 7.50 \(\text{15.70} \) 8.50 \(\text{15.70} \) 45.00 \(\text{V} \) 3.00 0.40 \(\text{15.50} \)	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 8.80 15.25 5.50 5.50 5.50 23.25 150.85
7899012334556077978811 2 3 44 5	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Lig Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Leff Leg of the Forbidder One Right Arm of the Forbidde One Leff Leg of the Forbidde One Leff Leg of the Forbidde Cone Exotia Harm of the Forbidde Cone Exotia Hard Hard Hard Hard Hard Hard Hard Har	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 6.20 R 7 8.80 R 7 8 8.80 R 7 8 8.80 R 7 8 8.80 R 7 8 8 8.80 R 7 8 8 8 8 8 8 8 8 9 8 8 8 8 8 8 8 8 8 8	9.00 v 3.90 v 3.50 v 3.50 v 3.50 v 3.50 v 4.00 v 4.00 v 4.80 v 3.50 v 27.00 27	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.90 3.80 15.25 7.80 7.00 12.00 25.00 25.00 25.00 25.00 25.00 286.25	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-49 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 LaSt Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-40 Death Message T LN-41 Death Message T LN-41 Death Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CMS Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card	ox 55.00 ack 3.80 0.60 0.60 0.60 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 SR 17.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25 ULR33.75 232.00 SS [51 cards 51.25 3.90	50.00 3.00 0.40 MED 7.80 9.50 11.25 5.70 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 45.00 45.00 45.00 3.00	2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.50 5.50 5.50
7899012334566079978811 2 3 44 5	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidder One Right Arm of the Forbidd One Left Arm of the Forbidd One Left Arm of the Forbidd One Exodia the Forbidden One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidd One Exodia the Forbidden Right Arm of the Forbidden Right Arm of the Forbidden One Exodia the Forbidden One	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.90 R 4.80 OFF 8.50 R 4.80 OFF 8.80 SR 9.40 R 4.80 SR 9.40 R 4.80 SR 9.40 R 5.20 OFF 8.80 SR 9.40 R 4.80 OFF 8.80 OFF 8.80 OFF 8.80 OFF 8.80 OFF 8.80 OFF 8.80 OFF 9.40	9.004 3.90 v 3.50 v 3.50 v 4.00 v 4.80 v 4.30 v 3.80 v 3.80 v 3.80 v 7.50 v 27.00 v 27.00 v 27.00 v 27.00 v 27.00 c 27.00 c 27.00 c 27.00 c 3.50 v 3.50 v 27.00 c 27.00 c 3.50 v 3.50 v 3.50 v 3.80 v 3.00 v	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 2.80 3.00 15.25 7.80 25.00 25.00 25.00 25.00 25.00 25.00 42.50	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-94 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message E LN-39 Death Message T LN-41 Death Message T LN-41 Death Message T LN-41 Death Message T LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CH6 Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME CARD NAME SC-01 Hades the King of the Underworld	OX 55.00 clack 3.00 clack 3.00 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 R 5.80 SR 15.00 SR 11.00 UR 19.25 R 7.50 R 9.80 R 7.50 R 9.80 SR 10.25 ULR33.75 232.00 OS 51 cards 51.25 3.90 0.600 RAR UPR UR 24.00	50.00 3.00 3.00 4.00 MED 7.80 9.50 11.25 5.70 1.25 6.00 6.00 6.00 6.00 6.00 6.00 184.15	2.20 0.25 Low 7.10 22.25 5.80 5.60 9.00 8.80 5.50 5.50 5.50 5.50 2.3.25 39.50 2.20 0.25 Low 20.00
7 8 9 0 1 2 3 3 4 5 6 6 0 7 9 7 8 1 2 3 4 4 5 wal al	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Lig Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Leff Leg of the Forbidder One Right Arm of the Forbidde One Leff Leg of the Forbidde One Leff Leg of the Forbidde Cone Exotia Harm of the Forbidde Cone Exotia Hard Hard Hard Hard Hard Hard Hard Har	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 6.20 R 7 8.80 R 7 8 8.80 R 7 8 8.80 R 7 8 8.80 R 7 8 8 8.80 R 7 8 8 8 8 8 8 8 8 9 8 8 8 8 8 8 8 8 8 8	9.00 v 3.90 v 3.50 v 3.50 v 3.50 v 3.50 v 4.00 v 4.00 v 4.80 v 3.50 v 27.00 27	8.00 2.80 2.80 2.80 2.80 3.00 2.80 3.90 3.90 3.80 15.25 7.80 7.00 12.00 25.00 25.00 25.00 25.00 25.00 286.25	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-39 Darb Message E LN-30 Darb Message A LN-40 Death Message A LN-40 Death Message T LN-41 Death Message T LN-43 Poletrepeist LN-46 Cancel Fusion LN-53 Dark Magician Total Struggle of Chaos Booster Box Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox Common card # CARD MAME SC-01 Hades the King of the Underworld SC-02 Dark Mar James Booster Pox	Ox. 55.00 cack 3.00 cack 3	50.00 3.00 3.00 4.04 MED 7.80 9.50 11.25 5.70 11.25 6.00 6.00 6.00 7.50 8.50 2.7.50 45.00 3.00 4.40 MED 41.75 45.00 45.00 40.0	2.20 0.255
789901233456607797881122334456	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidder One Left Arm of the Forbidd One Left Arm of the Forbidd One Left Arm of the Forbidd One Ext One E	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 5.20 R 4.80 OryR 4.80 OryR 4.80 SR 8.80 SR 9.40 R 4.80 SR 9.40 OR 15.00 OR 5.00 OR 5.00 OR 5.00 OR 5.00 OR 6.00 O	9.00 y 3.90 y 3.90 y 3.90 y 3.90 y 3.50 y 4.00 y 3.50 y 3.	8.00 2.80 2.80 2.80 3.00 2.80 3.00 3.80 3.90 3.80 15.25 7.80 7.70 3.00 25.00 26.00 2	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-39 Death Message E LN-39 Death Message E LN-39 Death Message I LN-41 Death Message I LN-44 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CM Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME C-01 Hades the King of the Underworld SC-02 Dark Altar Demon SC-03 Under Demon	lox 55.00 cack 3.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 SR 15.00 SR 15.00 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 SR 11.25 ULR33.75 232.00 SR 10.25 ULR33.75 CONTRACTOR SR 10.25 ULR33.75 CONTRACTOR SR 10.25 UR 24.00 SR 10.25 UR 24.00 SR 10.30 R 6.30 R 6.30	50.00 3.00 3.00 3.00 4.00 MED 7.80 7.80 9.50 11.25 10.00 11.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.25 10.00 10.	2.20 0.255
788901123345660779778811 2 3 44 5	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligh Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidde One Left Leg of the Forbidde One Left Arm of the Forbidde One Certification Cone Certific	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 6.80 R 7 8.80 R 8.80 R 18.00 R 19.00 R 6.80 R 18.00 R 19.00 R 19.	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 27.00 0.40¼ MED 0.00 MED	8.00 2.80 2.80 3.00 2.80 3.00 2.80 3.80 15.25 7.00 25.00 26.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-39 Darb Message E LN-30 Darb Message A LN-40 Death Message A LN-40 Death Message T LN-41 Death Message T LN-43 Poletrepeist LN-46 Cancel Fusion LN-53 Dark Magician Total Struggle of Chaos Booster Box Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox Common card # CARD MAME SC-01 Hades the King of the Underworld SC-02 Dark Mar James Booster Pox	Ox. 55.00 cack 3.00 cack 3	50.00 3.00 3.00 4.04 MED 7.80 9.50 11.25 5.70 11.25 6.00 6.00 6.00 7.50 8.50 2.7.50 45.00 3.00 4.40 MED 41.75 45.00 45.00 40.0	2.20 0.255
7 8 9 0 1 2 3 4 4 5 6 6 0 7 9 7 7 8 1 1 2 3 4 4 5 7 alamo 3 7	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidd one Left Lem of the Forbidd One Left Arm of the Forbidd One Exodia the Forbidde One Exodia the Forbidd One Exodia the Forbidde One	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.20 R 4.80 NOTE R 5.20 R 4.80 NOTE R 4.80 SR 9.40 R 4.80 SR 9.40 R 4.80 SR 8.80 SR 9.40 R 4.80 SR 9.40 R 5.20 SCR32.00 R 5.70 A.30 0.660 R 409.40 R 5.70 R 5.20 R 5.20 R 5.20 R 5.20	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 27.00 47.50 3.00½ 600 3.00 47.50 47.	8.00 2.80 2.80 2.80 3.00 2.80 3.90 3.80 15.25 7.00 25.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-94 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message E LN-39 Death Message T LN-41 Death Message T LN-41 Death Message T LN-41 Death Message T LN-43 Poltergeist LN-36 Dark Magician Total STRUGGE OF CNA Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME SC-01 Hades the King of the Underworld SC-02 Dark Altar Demon SC-03 Red Cyclops SC-11 Calculator of Death SC-16 Underbeamon SC-09 Red Cyclops SC-11 Calculator of Death SC-16 Underbeamon Freece	lox 55.00 cack 3.00 co. 0.60 c	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 5.78 80 11.25 10.00 6.00 7.50 6.00 7.50 6.00 7.50 4.00 7.50 4.00 8.00 8.00 8.00 8.00 8.00 8.00 8.0	2.20 0.25 5.80 8.80 5.60 8.80 15.25 5.50 5.50 5.50 7.90 2.3.25 150.85 39.50 2.20 0.25 150.85 150.85
78990123345607797881 2 3 4 5 a	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Arm of the Forbidde One Left Arm of the Forbidde One Secodia the Forbidde One Resultand One Left Arm of the Forbidde One Cardo Mante Swotar Box Booster Box Booster Box Booster Pack Drack Booster Pack Drack Drack Summoned Skull Larvae Moth Harpie Lady Sisters	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.20 R 4.40 R 4.80 R 19.20 R 4.80 R 19.20 R 4.80 R 19.20 R 4.80 R 19.20 R	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 27.00 0.40¼ MED 0.00 MED	8.00 2.80 2.80 2.80 3.00 2.80 3.00 3.80 3.90 3.80 15.25 7.80 7.00 3.00 25.00 2	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-44 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message F LN-41 Death Message F LN-42 Death Message I LN-43 Polterpeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGE 0 CM Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD MAME SC-01 Hades the King of the Underworld SC-02 Dark Mar June Pack SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-04 In Calculator of Death SC-16 Undefeated General Freed SC-19 In Calculator of Death SC-10 Indefeated General Freed SC-19 In Calculator of Death SC-10 Indefeated General Freed	Ox. 55.00 cack 3.00 cack 3	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 7.80 7.80 7.80 7.80 7.80 7.80 7.80 7.80	2.20 0.25 5.80 8.80 9.00 8.80 5.50 5.50 5.50 23.25 150.85 2.20 0.25 LOW 2.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4
78890123345607997881 2 3 4 5 aralan 3 7 9 1	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidd one Left Lem of the Forbidd One Left Arm of the Forbidd One Exodia the Forbidde One Exodia the Forbidd One Exodia the Forbidde One	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 OFF 8 5.20 R 4.80 OFF 8 5.20 R 4.80 OFF 8 5.20 OF	9.00 v 3.90 v 3.90 v 4.00 v 4.00 v 4.00 v 3.50 v 4.00 v 4.	8.00 2.80 2.80 2.80 3.00 2.80 3.90 3.80 15.25 7.00 25.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-40 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message A LN-40 Dath Message T LN-41 Death Message T LN-41 Dath Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician Total STRUGGLE OF CAN Struggle of Chaos Booster Pack Common card # CARD NAME SC-01 Haddes the King of the Underworld SC-02 Bark Altar Demon SC-09 Red Cyclops C-11 Calculator of Death SC-16 Undefeated General Freed SC-19 Dragon Warrior SC-25 Demon Tamper	Ox. 55.00 cack 3.00 cack 3	50,00 3.00 0.40 MED 9.50 11.25 10.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 MED 21.75 9.00 45,00 MED 21.75 9.00 10.00 10.00	2.20 0.25 5.80 8.80 9.00 9.00 8.80 5.50 5.50 5.50 5.50 23.25 150.85 2.20 0.25 Low 4.50 6.60 9.00 16.00 9.00 16.00 9.00 16.00 9.00 16.00 16.00 9.00 16.
78990123345607797811 2 3 4 5 alana 379146	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Right Arm of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Secolate House Carbo Manke Swoda the Forbidde One Carbo Manke Carbo Manke Summoned Skull Larvae Moth Harpie Lady Sisters Coccon of Evolution Mask of Darkness White Magical Hat	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 5.20 R 4.80 R 197 R	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 40.00 40.00½ 4.00½ 4.00¼ 4.00¼ 4.00¼ 5.00 4.00¼ 5.00 4.00¼ 5.00 4.00¼	8.00 2.80 2.80 3.00 2.80 3.00 2.80 3.80 1.20 2.80 15.72 25.00 26.00 26.0	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-40 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message A LN-40 Dath Message T LN-41 Death Message T LN-41 Dath Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician Total STRUGGLE OF CAN Struggle of Chaos Booster Pack Common card # CARD NAME SC-01 Haddes the King of the Underworld SC-02 Bark Altar Demon SC-09 Red Cyclops C-11 Calculator of Death SC-16 Undefeated General Freed SC-19 Dragon Warrior SC-25 Demon Tamper	OX 55.00 clack 3.00 cl	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 7.80 7.80 7.80 7.80 7.80 7.80 7.80 7.80	2.20 0.25 5.80 8.80 9.00 9.00 9.00 5.50 5.50 5.50 23.25 150.85 2.20 0.25 LOW 20.00 9.00 8.00 9.00 9.00 9.00 9.00 9.00
78890123345607797881 2 3 4 5 aralan 37914667	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo One Left Leg of the Forbiddo One Left Arm of the Forbiddo One Exodia the Forbidde One Exodia the Forbiddo One Exodia the Forbid	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.520 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 5.70 R 5.20 R 5.40 R 5.40 R 5.40 R 5.40 R 5.40	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 27.00 47.50 30.0 47.50 60 cards 50.00 4.00½ 4.00½ 5.00 5.00 5.00	8.00 2.80 2.80 2.80 3.00 2.80 3.80 3.80 2.80 15.25 25.00 26.02 26.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message I LN-41 Death Message I LN-41 Death Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician Total STRUGBLE OF CAR Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME SC-01 Haddes the King of the Underworld SC-02 Dark Altar Demon SC-09 Red Cyclops SC-11 Calculator of Death SC-15 Dargon Warrior SC-25 Demon Tamer SC-25 Sealing Light Ward SC-34 Tyrant Oragon	OX 55.00 clack 3.00 cl	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 55,00 11.25 10.00 6.00 6.00 7.50 6.00 7.50 45,00 45,00 45,00 45,00 6.00 10.00 10.00 10.00 20.00 20.00	2.20 0.25 5.80 8.80 9.00 9.00 5.50 5.50 5.50 5.50 23.25 150.85 20.00 8.00 8.00 8.00 9.00 9.00 9.00 9.00
789901233456077977811 2 3 4 4 5 araham 379146678	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidder One Left Arm of the Forbidder One Left Arm of the Forbidder One Exodia the For	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 9.40 R 4.80 R 1.80 SR 9.40 R 4.80 SR 9.40 R 1.80 SR 9.40 R 5.20 R 1.80 SR 9.40 R 5.60 R 1.80 R 1.	9.00 y 3.90 y 3.90 y 3.90 y 3.90 y 3.90 y 3.90 y 3.50 y 4.00 y 3.50 y 4.00 y 3.50 y 3.50 y 4.80 y 4.80 y 3.80 y 16.00 y 27.00 27.00 27.00 27.00 27.00 27.00 27.00 15.00 y 3.90 y 4.00 y	8.00 2.80 2.80 2.80 3.00 2.80 3.00 3.80 3.90 3.80 15.25 7.80 7.70 3.00 25.00 26.00 2	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-44 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message A LN-40 Death Message A LN-40 Death Message T LN-41 Death Message I LN-43 Potterpeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE 0 CMB Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD MAME SC-01 Hades the King of the Underworld SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-04 Pagon Warrior SC-25 Demon Tamer SC-25 Demon Tamer SC-25 Sampla Light Ward SC-34 Tyrant Dragon SC-35 Sword Dragon	Ox. 55.00 ox 55.00 ox 55.00 ox 55.00 ox 55.00 ox 56.00 ox 56.00 ox 57.50 ox	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 7.80 7.80 7.80 7.80 7.80 7.80 7.80 7.80	2.20 0.25 5.80 8.80 9.00 9.00 5.50 5.50 5.50 5.50 5.50 5.5
78990123456077977811 2 3 4 4 5 Alakahan 379146789	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Factor Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Cardo Hane Masked Sorcerer	SR 10.25 R 5.00 R 4.40 R 4.40 R 5.20 R 4.40 R 5.20 R 4.80 R 6.80 R 6.80 R 7.80	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 4.80 4.80 4.80 27.00 27.00 27.00 27.00 27.00 27.00 47.50 337.65 60 cards 50.00 4.00½ 4.00½ 5.00 4.00½ 6.00	8.00 2.80 2.80 3.00 2.80 3.00 2.80 3.80 15.25 25.00 26.00 26	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouiga Board LN-38 Death Message E LN-39 Death Message E LN-31 Death Message I LN-41 Death Message I LN-44 Poltergiest LN-46 Cancel Fusion LN-53 Dark Magician Total STRUBGLE OF CM Struggle of Chaos Booster Box Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox CARD NAME CARD NAME CARD NAME SC-01 Hades the King of the Underworld Underworld SC-02 Dark Altar Demon SC-09 Red Cyclops C-11 Calculator of Death SC-16 Undefeated General Freed SC-19 Dragon Warrior SC-29 Sealing Light Ward SC-34 Tyrant Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-34 Tyrant Dragon	lox 55.00 ack 3.80 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 SR 15.00 SR 15.00 SR 15.00 SR 17.50 R 7.50 SR 10.55 UR 24.00 SR 10.50 R 6.30 SC 17.75 R 6.30 SR 10.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.5	50,00 3.00 0.40 MED 9.50 11.25 10.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 45,00 6.00 0.40 MED 12.175 45,00 6.00 0.40 MED 12.175 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6.0	2.20 0.25 5.80 5.80 9.00 9.00 9.00 9.00 15.25 5.50 0.23 2.20 0.25 150.85 2.20 0.25 1.00 4.50 4.50 4.50 4.90 4.90 4.90 4.90 4.90 4.90 4.90 4.9
7899012345607797811 2 3 4 5 alana 3791467894	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidd One Left Leg of the Forbidder One Left Arm of the Forbidder One Left Arm of the Forbidder One Exodia the For	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 9.40 R 4.80 R 1.80 SR 9.40 R 4.80 SR 9.40 R 1.80 SR 9.40 R 5.20 R 1.80 SR 9.40 R 5.60 R 1.80 R 1.	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00 27.00 27.00 27.00 27.00 27.00 4.00½ 4.50½ 4.00½ 4.50½ 4.00½ 4.00½ 4.00½ 4.00½ 4.00¾	8.00 2.80 2.80 3.00 2.80 3.00 2.80 3.80 15.25 7.00 25.00 26.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-39 Death Message E LN-39 Death Message E LN-39 Death Message T LN-41 Death Message T LN-41 Death Message T LN-41 Death Message I LN-30 Dark Magician Total STRUGGE 0 CM Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME SC-01 Lade Death Common SC-09 Red Cyclops SC-11 Calculator of Death SC-03 Under Demon SC-09 Red Cyclops SC-11 Calculator of Death SC-16 Undefeated General Freed SC-19 Dragon Warrior SC-25 Demon Tangen SC-33 Sword Dragon SC-33 Dargon Jewel SC-30 Demon Dragon SC-33 Dargon Jewel SC-50 Emerald Dragon	lox 55.00 cack 3.00 co. 60 co.	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 5.70 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.255 1.0W 7.10 22.255 5.80 8.80 9.00 5.50 5.50 5.50 5.50 2.20 0.25 2.20 0.25 150.85 2.20 0.25 150.85 2.20 0.25 150.8
7.899.01.2345.60.7997.811 2 3 4 5 Alalam 3.791.467.899.45.60	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo One Left Leg of the Forbiddo One Left Arm of the Forbiddo One Exodia the Forbidde One Exodia the Forbiddo One Exodia the Forbidde One Exodia the Forbid	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 19.70 R 4.80 R 19.70 R 4.80 R 4.80 R 19.70 R 19.	9.007 3.50 V 4.80 V 4.8	8.00 2.80 2.80 3.00 2.80 3.80 3.80 3.80 3.80 2.80 15.25 25.00 26.00 26.0	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouiga Board LN-38 Death Message E LN-39 Death Message E LN-31 Death Message I LN-41 Death Message I LN-44 Poltergiest LN-46 Cancel Fusion LN-53 Dark Magician Total STRUBGLE OF CM Struggle of Chaos Booster Box Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox Struggle of Chaos Booster Pox CARD NAME CARD NAME CARD NAME SC-01 Hades the King of the Underworld Underworld SC-02 Dark Altar Demon SC-09 Red Cyclops C-11 Calculator of Death SC-16 Undefeated General Freed SC-19 Dragon Warrior SC-29 Sealing Light Ward SC-34 Tyrant Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-33 Demon Dragon SC-34 Tyrant Dragon	lox 55.00 ack 3.80 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 SR 15.00 SR 15.00 SR 15.00 SR 17.50 R 7.50 SR 10.55 UR 24.00 SR 10.50 R 6.30 SC 17.75 R 6.30 SR 10.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.50 SR 12.75 R 7.50 R 7.5	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 50 50 11.25 6.00 6.00 6.00 7.50 6.00 6.00 7.50 8.45 6.00 6.00 6.00 6.00 7.50 8.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	2.20 0.25 5.80 5.80 9.00 9.00 9.00 9.00 15.25 5.50 0.23 2.20 0.25 150.85 2.20 0.25 1.00 4.50 4.50 4.50 4.90 4.90 4.90 4.90 4.90 4.90 4.90 4.9
7.899.01.2345.60.7797.811 2 3 4 5 alana 37.91.467.89.45.627	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Left Leg of the Forbidder One Left Arm of the Forbidder One Exodia the Forbidder One Exodia the Forbidder One Exodia the Forbidder One Latt Arm of the Forbidder One Exodia the Forbidder One Exo	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 9.40 R 4.80 SR 9.40 R 4.80 SR 9.40 R 1.80 SR 9.40 R 5.20 R 1.80 SR 9.40 R 5.60 R 1.80 R 5.60 R 6.60 R 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	9.007 3.507	8.00 2.80 2.80 2.80 3.00 3.00 3.80 3.00 3.80 3.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 3.00 10.25 10.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-31 Dig Board LN-33 Death Message E LN-39 Death Message E LN-39 Death Message F LN-41 Death Message I LN-44 Poletrejest LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CNG Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME CARD NAME SC-01 Hades the King of the Underworld Underworld Underworld SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-04 Dyrar Organ SC-15 Dragon Warrior SC-25 Sealing Light Ward SC-34 Tyrart Dragon SC-35 Sword Dragon SC-35 Dragon Jevel SC-50 Emerald Dragon SC-51 Summon Demon Total	ox 55.00 cack 3.80 cack 3.	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 9.50 41.25 6.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 45,00 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.255 5.80 5.50 5.50 5.50 0.25 5.50 0.25 5.50 0.25 5.50 0.25 5.50 0.25 6.00 0.25 6
7.8990123345607797781 2 3 4 5 alalam 3791467899456734	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Leg of the Forbidder One Left Arm of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Cardo Mane Cardo Hane Magic Unlock Monster Reborn Right Arm of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Sevolat Defende Mask of Darkness White Magical Harpie Lady Sisters Coccon of Evolution Mask of Darkness White Magical Hat Big Eye B. Skull Dragon Masked Sorcerer Elegant Egotist Sanga of the Thunder Kazejin Suijin Blast Juggler	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 P 5.20 P 4.80 P 5.20 P 4.80 P 6.80 P 7.80 P 8.80 P 8.80 P 9.40 P 8.80 P 9.40 P 8.80 P 9.40 P 10.80 P	9.00½ 3.90½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00	8.00 2.80 2.80 3.00 2.80 3.80 3.80 15.25 25.00 2	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-40 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message F LN-41 Death Message T LN-41 Death Message H LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGBLE OF CAR STRU	OX 55.00 cack 3.80 Cack 3.	50,00 3.00 3.00 3.00 3.00 3.00 40 MED 550 11.25 10.00 6.00 7.50 6.00 7.50 6.00 7.50 4.00 7.50 4.00 7.50 4.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.25 1.0W 7.10 8.80 8.80 8.80 15.25 5.50 5.50 5.50 5.50 23.25 150.85 2.20 0.25 1.20 4.50 9.50 4.50 9.50 10.25
7.8990123345607797781 2 3 4 5 aralan 37914678994567346	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Left Leg of the Forbidder One Left Arm of the Forbidder One Exodia the Forbidder One Exodia the Forbidder One Exodia the Forbidder One Latt Arm of the Forbidder One Exodia the Forbidder One Exo	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 R 9.40 R 4.80 SR 9.40 R 4.80 SR 9.40 R 1.80 SR 9.40 R 5.20 R 1.80 SR 9.40 R 5.60 R 1.80 R 5.60 R 6.60 R 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	9.007 3.507	8.00 2.80 2.80 2.80 3.00 2.80 3.80 3.80 2.80 15.25 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 42.50 25.00 40.	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-31 Dig Board LN-33 Death Message E LN-39 Death Message E LN-39 Death Message F LN-41 Death Message I LN-44 Poletrejest LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CNG Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME CARD NAME SC-01 Hades the King of the Underworld Underworld Underworld SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-04 Dyrar Organ SC-15 Dragon Warrior SC-25 Sealing Light Ward SC-34 Tyrart Dragon SC-35 Sword Dragon SC-35 Dragon Jevel SC-50 Emerald Dragon SC-51 Summon Demon Total	ox 55.00 cack 3.80 cack 3.	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 9.50 41.25 6.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 6.00 10.00 5.50 11.	220 0.25 1.0W 7.10 8.80 8.80 15.25 5.50 5.50 5.50 5.50 2.20 20.25 150.85 150.85 150.85 150.85 150.85 150.85 150.85 150.85 150.25 150.85
7.899.01.2334.56.07.97.81. 2 3 4 5 alana 37.91.46.78.94.56.67.79.78.10.20.30.40.30.30.30.30.30.30.30.30.30.30.30.30.30	Dark Energy Laser Cannon Armor Vile Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defenses Machine Conversion Fact Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo One Left Leg of the Forbiddo One Left Arm of the Forbiddo One Left Arm of the Forbiddo One Exodia the F	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 NOTE R 5.20 R 4.80 NOTE R 5.60 NOTE R 5.40	9.00 y 3.90 y 3.90 y 3.90 y 3.90 y 3.90 y 3.90 y 3.50 y 3.50 y 3.50 y 3.50 y 3.50 y 3.50 y 2.70 y 3.90 y 3.	8.00 2.80 2.80 3.00 2.80 3.80 3.80 3.80 3.80 2.80 15.25 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 26.0	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message F LN-41 Death Message I LN-41 Death Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician Total STRUGBLE OF CAR Struggle of Chaos Booster Box Struggle of Chaos Booster Dack Common card # CARD NAME SC-01 Haddes the King of the Underworld SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Dargon Javel SC-11 Calculator of Death SC-12 Emon Tamer SC-25 Emon Tamer SC-26 Emon Tamer SC-27 Emon Tamer SC-28 Emon Tamer SC-29 Sealing Light Ward SC-31 Surmon Demon Total	Ox. 55.00 clack 3.060 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 15.00 SR 15.00 SR 15.00 SR 15.00 SR 17.50 R 7.50 SR 10.55 R 6.30 SR 10.50 UR 27.00 R 7.50 SR 12.75 R 6.40 SR 12.75 ULR 32.70 SR 12.75 R 6.40 SR 12.75	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 5.78 5.70 11.25 10.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.25 LOW 7.10 22.25 5.80 8.80 9.00 9.00 5.50 5.50 5.50 5.50 2.20 0.25 LOW 20.00 8.00 9.00 10.25 4.50 20.00 10.25 32.00 1170.80 4.90 4.90 4.90 4.50 20.00 1170.80 4.90 4.90 4.50 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 20.00
7.89.90.1.2.3345.60.77.97.811 2 3 4 5 alalam 3.7.9.1.4.6.7.8.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.6.7.9.9.4.5.6.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0.0	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo One Left Leg of the Forbidde One Left Lem of the Forbiddo One Left Arm of the Forbiddo One Left Arm of the Forbiddo One Right Leg of the Forbiddo One Revolution Right Arm of the Forbiddo One Left Arm of the Forbiddo One Left Arm of the Forbiddo One Exodia the Forbidde One Exodia O	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 R 5.20 R 4.80 SR 9.40 R 5.20 R 4.80 SR 9.40 R 5.20 R 4.80 SR 9.40 R 7.50 SR 8.80 SR 9.40 R 5.50 R 5.50 SR 9.40 R 5.50 R 5.50 SR 9.40 R 5.50 SR 13.00 SR 12.75 R 5.60 SR 13.00 SR 12.75 R 5.60 SR 9.70 R 5.60	9.007 3.907 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.807 27.00 27.00 27.00 27.00 27.00 27.00 47.50 27.00 27.00 47.50	8.00 2.80 2.80 2.80 3.00 2.80 3.00 3.80 3.00 3.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 3.00 3.00 25.00 25.00 25.00 3.00 3.00 25.00 3.00 25.00 3.00 3.00 25.00 3.00 3.00 3.00 25.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-39 Death Message E LN-30 Death Message I LN-31 Ouigh Board LN-33 Dark Magsige A LN-40 Death Message I LN-41 Death Message I LN-43 Polterpeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CM Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD MAME SC-01 Hades the King of the Underword LN-30 Under Demon SC-03 Demon Tamer SC-25 Demon Tamer SC-25 Demon Tamer SC-25 Sword Dragon SC-33 Dragon Jevel SC-30 Temon Dragon SC-33 Dragon Jevel SC-30 Source Pack Common Card BOOSTER CHRONI BOOSTER C	Ox. 55.00 cack 3.80 cack 3	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 9.50 41.25 6.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 6.00 10.00 5.50 11.	220 0.25 1.0W 7.10 8.80 8.80 15.25 5.50 5.50 5.50 5.50 2.20 20.25 150.85 150.85 150.85 150.85 150.85 150.85 150.85 150.85 150.25 150.85
7.89.90.1.2.334.5.60.77.9.7.8.1. 2. 3. 4. 5. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Left Leg of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Cardo Mante Cardo Hane Magic Unlock Monster Reborn Right Arm of the Forbidde One Cardo Hane Magic Unlock Monster Reborn Right Arm of the Forbidde One Cardo Hane Swoda Hane Magic Unlock Monster Box Booster	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.80 NF 12.00 NF 4.80 NF 15.00 NF 1	9.00½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 3.50½ 27.00	8.00 2.80 2.80 3.00 2.80 3.80 3.80 15.25 25.00 2	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD NAME LN-42 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message E LN-39 Death Message F LN-41 Death Message I LN-41 Death Message I LN-43 Poltergeist LN-46 Cancel Fusion LN-53 Dark Maglician Total STRUGBLE OF CAR Struggle of Chaos Booster Box Struggle of Chaos Booster Dack Common card # CARD NAME SC-01 Haddes the King of the Underworld SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Dargon Javel SC-11 Calculator of Death SC-12 Emon Tamer SC-25 Emon Tamer SC-26 Emon Tamer SC-27 Emon Tamer SC-28 Emon Tamer SC-29 Sealing Light Ward SC-31 Surmon Demon Total	Ox. 55.00 clack 3.060 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 15.00 SR 15.00 SR 15.00 SR 15.00 SR 17.50 R 7.50 SR 10.55 R 6.30 SR 10.50 UR 27.00 R 7.50 SR 12.75 R 6.40 SR 12.75 ULR 32.70 SR 12.75 R 6.40 SR 12.75	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 30.00 9.50 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.25 LOW 7.10 22.25 5.80 8.80 9.00 9.00 5.50 5.50 5.50 5.50 2.20 0.25 LOW 20.00 8.00 9.00 10.25 4.50 20.00 10.25 32.00 1170.80 4.90 4.90 4.90 4.50 20.00 1170.80 4.90 4.90 4.50 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 10.25 20.00 20.00
7.89.90.1.2.334.5.60.77.9.7.8.1. 2. 3. 4. 5. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facts Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbiddo One Left Leg of the Forbidde One Left Lem of the Forbiddo One Left Arm of the Forbiddo One Left Arm of the Forbiddo One Right Leg of the Forbiddo One Revolution Right Arm of the Forbiddo One Left Arm of the Forbiddo One Left Arm of the Forbiddo One Exodia the Forbidde One Exodia O	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.50 R 4.20 R 4.50 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 1.80 R 4.80 R 4.80 R 4.80 R 5.60 R 5.60 R 5.40 R 5.60 R 5.80 R 5.80 R 12.00 R 5.40 R 5.60 R 5.80 R 18.75 R 5.60 SR 18.75 R 5.60 SR 18.75 R 5.60 SR 18.75 R 5.60 R 6.70 R 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	9.007 3.907 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.507 3.807 27.00 27.00 27.00 27.00 27.00 27.00 47.50 27.00 27.00 47.50	8.00 2.80 2.80 3.00 2.80 3.80 3.80 3.80 7.00 3.50 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 31.50 25.00 25.00 25.00 25.00 31.50 25.00 25.00 31.50 25.00 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.5	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-04 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-30 Force Field LN-31 Ouigh Board LN-33 Death Message E LN-40 Death Message F LN-41 Death Message I LN-41 Death Message I LN-43 Poletrejeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGLE OF CM2 Struggle of Chaos Booster Box Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD NAME CARD NAME SC-01 Hades the King of the Underworld ## CARD NAME SC-02 Dark Altar Demon SC-03 Under Demon SC-03 Under Demon SC-03 Under Demon SC-04 Dyrav Altar Demon SC-05 Emen Tamer SC-29 Sealing Light Ward SC-34 Tyraut Dragon SC-35 Sword Dragon SC-35 Sword Dragon SC-35 Sword Dragon SC-36 Torquon Jevel SC-37 Dragon Jevel SC-38 Dosster Chronicle Booster Pack Common card # CARD NAME BC-00 Impenetrable Defense General BOOSTER CHRONII	OX 55.00 clack 3.80 cl	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 9.50 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	2200 0.25 LOW 7.10 8.80 8.80 8.80 15.25 5.50 5.50 5.50 5.50 5.50 5.50 5.50
7.89.90.1.2.334.5.60.77.9.7.8.1. 2. 3. 4. 5. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	Dark Energy Laser Cannon Armor Ville Germs Silver Bow and Arrow Dragon Treasure Electro-Whip Mystical Moon Stop Defense Machine Conversion Facte Raise Body Heat Swords of Revealing Ligi Man-Eater Bug Hane-Hane Magic Unlock Monster Reborn Right Leg of the Forbidde One Left Leg of the Forbidder One Left Left Leg of the Forbidde One Left Arm of the Forbidde One Left Arm of the Forbidde One Cardo Mante Cardo Hane Magic Unlock Monster Reborn Right Arm of the Forbidde One Cardo Hane Magic Unlock Monster Reborn Right Arm of the Forbidde One Cardo Hane Swoda Hane Magic Unlock Monster Box Booster	SR 10.25 R 5.00 R 4.40 R 4.40 R 4.40 R 4.40 R 4.40 R 4.50 R 4.20 R 4.50 R 5.20 R 4.80 R 5.20 R 4.80 R 5.20 R 4.80 R 1.80 R 4.80 R 1.80 R 4.80 R 1.80 R 5.75 R 5.60 R 5.40 R 5.60 R 5.90 R 12.75 SR 14.75 R 5.60 SR 12.75 SR 14.75 R 5.60 SR 18.75 R 5.60 SR 18.75 R 5.60 SR 18.75 R 5.60 R 5.90 R 6.70 R 1.50	9.002 3.504 3.506	8.00 2.80 2.80 3.00 2.80 3.80 3.80 3.80 7.00 3.50 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 25.00 31.50 25.00 25.00 25.00 25.00 31.50 25.00 25.00 31.50 25.00 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.50 25.00 31.5	Labyrinth of Nightmare Booster E Labyrinth of Nightmare Booster F Common card # CARD MAME LN-44 Earth Bound Spirit LN-14 Dark Necrophia LN-23 Zombie the Dark Hero LN-26 Last Soldier from Anothe World LN-28 Silent Dark Spirit LN-29 Imperial Command LN-30 Force Field LN-37 Ouija Board LN-38 Death Message E LN-39 Death Message A LN-40 Death Message A LN-40 Death Message T LN-41 Death Message I LN-43 Polterpeist LN-46 Cancel Fusion LN-53 Dark Magician Total STRUGGL 0 CM Struggle of Chaos Booster Box Struggle of Chaos Booster Pack Common card # CARD MAME SC-01 Hades the King of the Underworld SC-02 Dark Mar I Death Message SC-11 Calculator of Death SC-16 Underbeard General Free SC-19 Dragon Warrior SC-25 Demon Tamer SC-25 Demon Tamper SC-25 Sailing Light Ward SC-34 Tyrant Dragon SC-35 Sword Dragon SC-35 Summon Demon Total BOOSTER CHRONI BOOSTER CHR	Ox. 55.00 clack 3.00 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 R 7.50	50,00 3.00 3.00 3.00 3.00 3.00 3.00 40 MED 9.50 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 45,00 45,00 45,00 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	220 0.25 Low 7.10 22.25 5.80 8.80 9.00 5.50 5.50 5.50 5.50 6.60 9.02 22.25 150.85 39.50 2.20 0.25 2.20 10.25 2.20 10.25 2.20 20.20 2

_				
	METAL RAIDERS	(84 cards)		
letal R	METAL RAIDERS aiders Booster Box aiders Booster Pack n card CARD NAME Time Wizard Sangan Great Moth	52.50	45.00▼ 3.00	45.00 2.70
ommo	aluers buuster rack in card	0.60	0.40	0.25
IF 00	CARD NAME	RAR UPR	MED	20.75
1E-00	Sangan	R 6.50	5.80	5.00
1E-09	Great Moth	SR 11.00	9.50	8.00 4.90
1E-10	Sangan Great Moth Kuriboh Thousand Dragon Catapult Turtle Princess of Tsurugi Tremendous Fire Shadow Ghoul Cannon Soldier Muka Muka Witch of the Black Forest	UR 17.00	15.00▼	15.00
1E-15	Catapult Turtle	R 9.40	6.30	4.10
1E-26 1E-28	Tremendous Fire	R 6.80 R 4.80 R 5.20 R 5.50 R 5.20 R 6.50	3.80	4.10 3.00
1E-30	Shadow Ghoul	R 5.20	4.00	3.00
1E-46 1F-47	Muka Muka	R 5.50	4.00	4.50 3.00
1E-56	Witch of the Black Forest	R 6.50	5.80	4.90
1E-60	Twin-Headed Thunder Dragon Garnecia Elefantis Barrel Dragon Solemn Judgment Magic Jammer Seven Tools of the Bandit Horn of Heaven Shield & Sword The Unhappy Maiden Robbin' Goblin Mirror Force Gazelle the Kirn of	SR 900	8.00	8.00
1E-64	Garnecia Elefantis	UR 17.00	11.50	7.30
1E-65	Barrel Dragon	UR 15.00	15.00	15.00 8.00
1E-67	Magic Jammer	SR 11.50	10.25	8.80
ME-68	Seven Tools of the Bandit	SR 12.00	10.25	8.80
1E-09 1E-70	Shield & Sword	SR 9.60	8.50	7.30 8.00
ME-73	The Unhappy Maiden	R 5.80	5.70	5.00
NE-74 NE-77	Mirror Force	UR 18.00	18.00	5.00 15.00
1E-83	dazelle the King of			
otal	Mythical Beasts	SCR20.00 311.45	18.00 250.60	18.00 209.45
	SPELL OF MASK			
pell of	SPELL OF MASK Mask Booster Box Mask Booster Pack	55.00	50.00 3.00	42.50
pell of	Mask Booster Box Mask Booster Pack In Card CARD NAME CARD NAME Reviving Slime Nuvia the Tempting Goddes Sorting Machine Mask of Powerlessness Sacrifice Stopping Mask Cursed Mask Reborn the Dead Tsunami Slime Reactor Rebirth's Reward Big Bang Girl Mari the Fallen Angel Offering to the Dead Blue-Eyes White Dragon	4.10 0.60	0.40	2.40 0.25
	CARD NAME	RAR UPR	MED	LOW
M-05	Reviving Slime	SR 970	8.00	18.00 7.80
M-12	Nuvia the Tempting Goddes	sUR 18.50	16.00▼	13.25
M-13	Sorting Machine Mask of Powerlessness	R 5.80	5.30 V	4.50 7.80
M-17	Sacrifice Stopping Mask	UR 22.00	20.00	15.00
M-18	Cursed Mask	SR 11.25	10.00	10.00 4.10
M-24	Tsunami	R 9.70	6.50▲	4.50
M-25	Slime Reactor	R 6.30	5.30	4.50
M-33	Big Bang Girl	SR 15.50	10.75 ▲	15.00 8.00
M-45	Mari the Fallen Angel	R 10.50	7.30 🛦	4.90
M-51	Blue-Eves White Dragon	ULR65.00	45.00	4.50 42.00
otal		267.00	203.75	173.10
_				
oburin	LABYRINTH OF NIGHT	MARE (53 ca	ards)	42.50
abyrin abyrin	LABYRINTH OF NIGHT th of Nightmare Booster E th of Nightmare Booster F	MARE (53 ca sox 55.00 Pack 3.80	50.00 3.00	42.50 2.20
abyrin abyrin Commo	LABYRINTH OF NIGHT th of Nightmare Booster E th of Nightmare Booster F on card	MARE (53 ca lox 55.00 Pack 3.80 0.60	50.00 3.00 0.40	42,50 2,20 0,25
abyrin abyrin Commo	LABYRINTH OF NIGHT th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit	MARE (53 ca 50x 55.00 Pack 3.80 0.60 RAR UPR SR 8.80	50.00 3.00 0.40 MED 7.80 V	42.50 2.20 0.25 LOW 7.10
abyrin abyrin Commo N-04 N-14	LABYRINTH OF NIGHT th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia	MARE (53 ca dox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00	50.00 3.00 0.40 A MED 7.80 V 30.00 V	42,50 2,20 0,25 LOW 7,10 22,25
abyrin abyrin Commo N-04 N-14 N-23	th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80
abyrin abyrin Commo N-04 N-14 N-23	th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80
abyrin abyrin Commo .N-04 .N-14 .N-23 .N-26 .N-28	th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80
abyrin abyrin Commo .N-04 .N-14 .N-23 .N-26 .N-28	th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75	50.00 3.00 0.40 A MED 7.80 V 30.00 V 9.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80
.N-04 .N-04 .N-14 .N-23 .N-26 .N-28 .N-29 .N-30 .N-37	th of Nightmare Booster E th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Daeth Message E	Box 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 UR 19.25	50.00 3.00 0.40 A MED 7.80 V 9.50 A 11.25 A 5.70 11.25 10.00 A 16.25 V	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25
.abyrin .abyrin .abyrin .ommo .N-04 .N-14 .N-23 .N-26 .N-28 .N-29 .N-30 .N-37 .N-38 .N-39	th of Nightmare Booster Eth of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message A	ox 55.00 cack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 SR 11.00 UR 19.50 R 7.50 R 7.50	50.00 3.00 0.40 MED 7.80 V 30.00 V 9.50 M 11.25 M 5.70 11.25 10.00 M 16.25 V 6.00 6.00	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50
.N-04 .N-14 .N-23 .N-26 .N-28 .N-29 .N-30 .N-37 .N-38 .N-39 .N-40	th of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T	ox 55.00 cack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 SR 15.00 UR 19.25 R 7.50 R 7.50 R 7.50	50.00 3.00 0.40 MED 7.80 V 30.00 V 9.50 M 11.25 M 5.70 11.25 M 11.25 M 6.00 M 6.00 M 6.00 M 6.00 M 6.00 M	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50
abyrin abyrin abyrin N-04 N-14 N-23 N-26 N-28 N-29 N-30 N-37 N-38 N-39 N-40 N-41	th of Nightmare Booster Eth of Nightmare Booster Fon Card OARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message A Death Message T Death Message H Poltergeist	lox 55.00 (ack 3.80 0.60 0.60 (ack 3.80 0.60 0.60 (ack 3.80 0.60 0.60 0.60 (ack 3.80 0.60 0.60 0.60 0.60 0.60 0.60 0.60 0	50.00 3.00 0.40 ▲ MED 7.80 ▼ 30.00 ▼ 9.50 ▲ 11.25 ▲ 5.70 11.25 ▲ 10.00 ▲ 16.25 ▼ 6.00 6.00 7.50 ▲ 5.70	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80 5.80
abyrin abyrin N-04 N-14 N-23 N-26 N-28 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-43	th of Nightmare Booster Eth of Nightmare Booster F th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Sillent Dark Spirit Imperial Command Force Field Ought Message E Death Message E Death Message T Death Message T Death Message T Death Message H Poltergiest Cannel Fusion	ox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 SR 15.00 SR 11.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25	50.00 3.00 0.40 A MED 7.80 V 9.50 A 11.25 A 5.70 11.25 A 11.25 A 6.00 6.00 6.00 7.50 A 8.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.80 7.90
abyrin abyrin N-04 N-14 N-23 N-26 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-46 N-53	th of Nightmare Booster Eth of Nightmare Booster F th of Nightmare Booster F on card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message I Death Message I Death Message H Poltergiest Cannel Fusion	lox 55.00 Pack 3.80 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 SR 14.50 R 5.80 UR 19.25 R 7.50 R 7.50 R 7.50 R 9.80 R 5.80 SR 15.80 UR 19.25 UR 19.25	50.00 3.00 0.40 A MED 7.80 V 9.50 A 11.25 A 5.70 11.25 A 11.25 A 6.00 6.00 6.00 7.50 A 8.50 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.80 7.90 23.25
abyrin abyrin abyrin N-04 N-14 N-23 N-26 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-45 N-53 Otal	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World World Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message I Cancel Fusion Dark Magician	lox 55.00 (ack 3.80 (ack 3	50.00 3.00 0.40 MED 7.80 V 9.50 A 11.25 A 5.70 11.25 A 10.00 A 16.25 V 6.00 6.00 7.50 A 5.70 A 5.70 A 5.70 A 5.70 A 5.70 A 5.70 A 6.00 A 6.00 A 6.00 A 7.80 V 6.00 A 6.00 A	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 15.25 5.50 5.50 5.50 5.50 5.30 7.30 7.30 7.30 7.30 7.30 7.30 7.30 7
abyrin abyrin abyrin N-04 N-14 N-23 N-26 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-46 N-53 Total	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silient Dark Spirit Imperial Command Force Field Ought Onmand Force Field Death Message E Death Message E Death Message T	ox 55.00 ack 3.80 0.60 0.60 RAR UPR SR 8.80 UR 31.00 UR 31.00 UR 35.00 UR 19.25 R 7.50 SR 10.25 ULR 33.75 232.00 OS (51 cards 51.25	50.00 3.00 0.40 MED 7.80 V 9.50 A 11.25 A 5.70 11.25 A 10.00 A 16.25 V 6.00 6.00 7.50 A 27.50 A 27.50 A 45.00 V	42.50 2.20 0.25 LOW 7.10 22.25 5.80 8.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.80 7.90 23.25 150.85
abyrini abyrini N-04 N-14 N-23 N-26 N-29 N-30 N-37 N-38 N-39 N-41 N-43 N-46 N-53 otal	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message H Poltergeist Cancel Fusion Dark Maglician STRUGGLE OF CMA e of Chaos Booster Box e of Chaos Booster Pack on card	ox 55.00 ack 3.80 0.60 0.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 F SR 14.50 R 5.80 SR 15.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 SR 10.25 ULR33.75 ULR33.75 0.05 (51 cards 3.90 0.60	50.00 3.00 0.40 MED 7.80 V 30.00 V 9.50 11.25 10.00 16.25 V 6.00 6.00 6.00 6.00 6.00 7.50 A 27.50 A 27.50 V 30.00 V 45.00 V 30.00 V	42.50 2.20 0.25 LOW 7.10 22.25 5.80 5.60 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.30 7.30 7.30 7.30 7.30 7.30 7.30 7.30 7
abyrini abyrini Abyrini Abyrini N-04 N-14 N-23 N-26 N-28 N-39 N-30 N-37 N-38 N-40 N-41 N-43 N-43 N-45 N-53 Otal	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message I Death Message I Death Message I Death Message I Seath Message I Death Message	lox 55.00 (ack 3.80 (ack 3	50.00 3.00 \(\) 0.40 \(\) MED 7.80 \(\) 7.80 \(\) 9.50 \(\) 11.25 10.00 16.25 \(\) 16.25 \(\) 6.00 6.00 6.00 6.00 6.00 6.7.50 \(\) 27.50 \(\) 84.15	42.50 2.20 0.25 LOW 7.10 22.25 5.80 9.00 8.80 15.25 5.50 5.50 5.50 5.50 5.50 5.80 5.30 23.25 150.85
abyrinia abyrinia abyrinia abyrinia N-04 N-14 N-23 N-28 N-30 N-37 N-38 N-39 N-40 N-43 N-43 N-44 N-53 otal	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouiga Beard Death Message E Death Message E Death Message T Death Message	ox 55.00 ack 3.80 0.60 0.60 RAR UPR SR 8.80 UR31.00 SC 21.75 SR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 7.50 R 9.80 R 5.80 SS 10.25 ULR33.75 SS 10.25 ULR33.75 SS 10.25 3.90 0.60 RAR UPR	50.00 3.00 3.00 3.00 4.0a MED 7.80y 9.50 11.25 5.70 11.25 6.00 6.00 6.00 7.50 8.50 27.50 8.50 45.00 40.40 MED 21.75 MED 21.75	42.50 2.20 0.25 1.0W 7.10 22.25 5.80 8.80 5.60 9.00 15.25 5.50 5.50 5.50 5.50 5.50 5.50 5.50
abyriniab	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message I Death Message I Tolter piet Cancel Fusion Dark Magician STRUGGLE OF CM CARD MAME Hades the King of the Underworld Dark Altar Demon	ox 55.00 ack 3.80 0.60 0.60 0.60 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 53.25 0.60 CRAR UPR UR92.50 UR92.60 UR9	50.00 3.00 0.40a MED 7.80y 9.50a 11.25a 11.25 10.00a 11.25a 6.00 7.50a 6.00 7.50a 5.70 11.45 1.750a	42.50 2.20 0.25 LOW 7.10 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.50 5.50 5.5
abyriniab	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message I Death Message I Tolter piet Cancel Fusion Dark Magician STRUGGLE OF CM CARD MAME Hades the King of the Underworld Dark Altar Demon	ox 55.00 ack 3.80 0.60 0.60 0.60 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 53.25 0.60 CRAR UPR UR92.50 UR92.60 UR9	50.00 3.00 0.40a MED 7.80y 9.50a 11.25a 11.25 10.00a 11.25a 6.00 7.50a 6.00 7.50a 5.70 11.45 1.750a	42.50 2.20 0.25 LOW 7.10 8.80 5.60 15.25 5.50 5.50 5.50 2.3,25 150.85 39.50 2.20 2.25 2.20 2.3,25 150.85 2.20 2.3,25 150.85 2.20 2.20 2.3,25 150.80 2.3,25 150.80 2.20 2.3,25 2.20 2.20 2.3,25 2.20 2.3,25 2.20 2.3,25 2.20 2.3,25 2.20 2.20 2.3,25 2.20 2.20 2.3,25 2.20 2.20 2.20 2.20 2.20 2.20 2.20 2.
abyriniab	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message I Death Message I Tolter piet Cancel Fusion Dark Magician STRUGGLE OF CM CARD MAME Hades the King of the Underworld Dark Altar Demon	ox 55.00 ack 3.80 0.60 0.60 0.60 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 53.25 0.60 CRAR UPR UR92.50 UR92.60 UR9	50.00 3.00 0.40a MED 7.80y 9.50a 11.25a 11.25 10.00a 11.25a 6.00 7.50a 6.00 7.50a 5.70 11.45 1.750a	42.50 2.20 2.25 1.0W 7.10 8.80 5.60 5.50 5.50 5.50 2.32 5.50 2.32 5.50 5.80 0.39.50 10.08 0.00 0.05 1.00 0.00 0
abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message I Death Message I Tolter piet Cancel Fusion Dark Magician STRUGGLE OF CM CARD MAME Hades the King of the Underworld Dark Altar Demon	ox 55.00 ack 3.80 0.60 0.60 0.60 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 53.25 0.60 CRAR UPR UR92.50 UR92.60 UR9	50.00 3.00 0.40a MED 7.80y 9.50a 11.25a 11.25 10.00a 11.25a 6.00 7.50a 6.00 7.50a 5.70 11.45 1.750a	42.50 2.20 2.25 5.80 8.80 5.60 8.80 5.50 5.50 5.50 5.50 5.50 2.20 23.25 5.80 8.80 23.25 150.85 2.20 0.25 6.00 8.80 6.00 8.80 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9.5
abyrin ab	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon Card Dark Mercophia Card Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message T Death Message H Poltergiest Cannel Fusion Dark Magician STRUGGLE OF CHE CARD MANE LAGGE TO CARD MANE HAdes the King of the Underworld Dark Altar Demon Red Cyclops Calculator of Death Underevond Red Cyclops Calculator of Death Underevond Red Cyclops Calculator of Death Undered General Freed Dragon Warrior Demon Tampe	ox 55.00 ack 3.80 0.60 0.60 RAR UPR SR 8.80 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 3.060 RAR UPR UR 24.00 SR 10.25 ULR 19.25 R 6.10 UR 18.00 SR 10.30	50.00 3.00 3.00 3.00 3.00 4.40 MED 7.80 9.50 4.11.25 1.25 1.0.00 6.00 6.00 6.00 6.00 6.00 6.00 6.	42.50 2.20 2.25 2.25 5.80 8.80 5.60 8.80 15.25 5.50 5.50 2.20 23.25 150.85 10W 20.00 8.00 8.00 8.00 8.00 8.00 8.00 8.0
abyrini abyrini abyrini bommi N-04 N-14 N-23 N-29 N-30 N-37 N-38 N-49 N-41 N-43 N-45 Struggl Struggl Sc-02 SC-03 SC-03 SC-09 SC-25 SC-29 SC-24	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fin on Card CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message A Death Message A Death Message I De	lox 55.00 lox 55.00 lox 6x 3.80 lox 6x	50.00 3.00 3.00 3.00 40 A MED 7.80 Y 9.50 A 11.25 A 5.70 6.00 7.50 A 45.00 Y 45.00 Y 45.00 A MED 7.50 A 45.00 Y 9.50 A 45.00 Y 9.50 A	42.50 2.20 2.25 1.0W 2.22.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 2.3.25 5.50 0.25 1.0W 20.00 8.00 8.00 8.00 8.00 8.00 8.00 8.0
abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message E Death Message E Death Message E Death Message H Poltergeist Cancel Fusion Dark Magician STRUGGE OF CHA e of Chaos Booster Box e of Chaos Booster Box or CARD NAME Hades the King of the Underworld Dark Altar Demon Red Cyclops Calculator of Death Undefeated General Freed Dragon Warrior Demon Tamer Sealing Light Ward Tyrant Dragon	ox 55.00 lack 3.80 lack 3.	50.00 3.00 3.00 3.00 40 A MED 7.80 Y 9.50 A 11.25 A 5.70 6.00 7.50 A 45.00 Y 45.00 Y 45.00 A MED 7.50 A 45.00 Y 9.50 A 45.00 Y 9.50 A	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.80 2.20 23.25 5.80 2.32 25 2.025 4.60 4.60 9.50 4.50 9.50 4.50 9.50 4.50
abyrini abyrini abyrini bommi N-04 N-14 N-23 N-29 N-30 N-37 N-38 N-41 N-43 N-41 N-43 N-44 N-53 Social Sc-02 Sc-03 Sc-01 Sc-05 Sc-05 Sc-25	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fun Card Day May Earth Bound Spirit Dark Necrophia Zombie the Dark Necrophia Zombie the Dark Necrophia Last Sodier from Anothe World Dark Spirit Imperial Command Force Field Ouija Board Death Message Death Message A Death Message A Death Message T Death Message T Death Message H Poltergeist Cancel Fusion Dark Magician Dark Altar Demon Under Demon Red Cyclops Calculator of Death Dargon Warrio Demon Tamer Sealing Light Ward Tyrant Dragon Warrio Demon Tamer Sealing Light Ward Tyrant Dragon Sword Dragon Sword Dragon Sword Dragon Demon Dragon Sword Dragon Demon Dragon Sword Dragon Demon Dragon Dem	ox 55.00 lack 3.80 lack 3.	50.00 3.00 3.00 3.00 3.00 3.00 40 MED 7.80 7.80 9.50 41.25 45.70 45.70 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	42.50 2.20 2.25 1.00 4.7.10 2.2.25 5.80 8.80 5.60 9.00 8.80 5.50 5.50 5.80 2.20 0.25 150.85 100 2.20 0.25 1.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4
abyrini abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Outlington Gommand Force Field Outlington Booster Box en of Chaos Booster Pack on card CARD NAME Hades the King of the Under Vallar Demon Red Cyclops Calculator of Death Under Demon Red Cyclops Sealing Light Ward Tyrant Dragon Demon Targon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Jewel Emerald Dragon	ox 55.00 lack 3.80 lack 3.	50.00 3.00 3.00 3.00 3.00 4.40 MED 7.80 9.50 4.50 9.50 11.25 10.00 4.50 6.00 7.50 6.00 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.80 2.20 2.3.25 5.80 2.3.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50
abyrini abyrini abyrini abyrini N-04 N-14 N-14 N-14 N-23 N-26 N-28 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-53 otal Strugglg Str	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message C Death Message E Death Message E Death Message T Death Messa	ox 55.00 lack 3.80 lack 3.	50.00 3.00 3.00 3.00 3.00 4.40 MED 7.80 9.50 4.50 9.50 11.25 10.00 4.50 6.00 7.50 6.00 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.80 2.20 2.3.25 5.80 2.3.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50
abyrini abyrini abyrini abyrini N-04 N-14 N-14 N-14 N-23 N-26 N-28 N-29 N-30 N-37 N-38 N-39 N-40 N-41 N-43 N-53 otal Strugglg Str	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Outlington Gommand Force Field Outlington Booster Box en of Chaos Booster Pack on card CARD NAME Hades the King of the Under Vallar Demon Red Cyclops Calculator of Death Under Demon Red Cyclops Sealing Light Ward Tyrant Dragon Demon Targon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Dragon Demon Jewel Emerald Dragon	ox 55.00 ack 3.80 0.60 0.60 0.60 RAR UPR SR 8.80 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards SR 10.50 R 6.30 SC 17.75 R 6.30 SC 17.75 R 6.30 SC 17.75 R 6.30 SC 17.75 R 6.30 SR 10.55 R 6.75 R 6.30 SR 10.55 R 6.30 R 7.50 SR 10.55 R 6.90 R 7.50 SR 10.75 R 6.90 R 7.50 SR 11.75 ULR32.75 R 6.90 R 7.50 SR 11.75 ULR32.75 R 11.75 ULR32.75 R 11.75 ULR32.75 R 11.75 ULR33.75 ULR33.75 R 11.75 ULR33.75 ULR	50.00 3.00 3.00 3.00 3.00 3.00 4.04 MED 7.80 Y 3.00 9.50 A 11.25 A 5.70 6.00 6.00 6.00 6.00 7.50 A 45.00 Y 27.50 45.00 Y 27.50 6.00 6.00 6.00 6.00 7.50 A 45.00 Y 45.0	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.80 2.20 2.3.25 5.80 2.3.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.25 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 2.0.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50
abyrinia aby	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon card CARD NAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouglier Gommand Force Field Ouglier Gommand Force Field Ouglier Gommand Dath Message E Death Message E Death Message T Death Mess	ox 55.00 ack 3.80 ack	50.00 3.00 3.00 3.00 3.00 3.00 4.40 MED 7.80 9.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	42.50 2.20 2.25 2.80 8.80 5.60 8.80 15.25 5.50 5.50 2.20 23.25 150.85 2.00 8.00 8.00 8.00 10.25 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World John Spirit Imperial Command Force Field Ouija Board Death Message E Death Message C Death Message I De	ox 55.00 ack 3.80 0.60 0.60 RAR UPR SR 8.80 UR31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 7.50 R 9.80 R 10.25 ULR33.75 232.00 OS 61 cards 51.25 3.90 OS 61 cards FR 6.10 UR 18.00 SR 10.25 UR 19.25 SR 12.50 R 6.30 SR 10.50 R 6.30 SR 10.50 R 6.30 SR 10.50 R 6.30 SR 10.75 R 6.10 UR 18.00 SR 17.50 UR 18.00 SR 17.50 UR 18.00 SR 17.50 UR 18.00 SR 17.50 UR 18.00 SR 10.50 UR 18.00 SR 10.50 UR 18.00 SR 10.50 UR 18.00 SR 10.50 UR 27.00 UR 18.00 SR 10.50 UR 27.00 UR	50.00 3.00 3.00 3.00 3.00 40 MED 7.80 7.80 9.50 11.25 5.70 6.00 6.00 6.00 6.00 6.00 6.00 7.50 8.50 8.50 8.50 8.50 8.50 8.50 8.50 8	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.80 2.20 2.3.25 5.80 0.25 5.80 0.25 5.80 0.25 1.00W
abyrini abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Last Soldier from Anothe World World John Spirit Imperial Command Force Field Ouija Board Death Message A Death Message A Death Message I Death Messag	ox 55.00 ack 3.80 ack	50.00 3.00 3.00 3.00 3.00 3.00 4.40 MED 7.80 9.50 4.570 6.00 6.00 7.50 6.00 7.50 6.00 7.50 6.00 6.00 7.50 6.00 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	42.50 2.20 2.25 2.25 5.80 8.80 5.60 5.50 5.50 5.50 5.50 5.80 2.20 2.3.25 5.80 0.25 5.80 0.25 5.80 0.25 1.00W
abyrini abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Silent Dark Spirit Imperial Command Force Field Ouija Board Death Message A Death Message E Death Message E Death Message T Death Message T Death Message I Death Message T Death Mess	lox 55.00 lox 55.00 lox 63.80 lox 60.60 lox 90.60 lox 91.75 lox 14.50 lox 15.80 lox 11.00 lox 17.50 lox 7.50 lox 7.50 lox 7.50 lox 98.80 lox 19.80	50.00 3.00 3.00 3.00 3.00 40 MED 57.00 9.50 11.25 11.25 11.25 10.00 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 7.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	42.50 2.20 2.25 1.0W 2.22.5 5.80 8.80 5.60 9.00 8.80 5.55 5.50 5.80 0.25 5.50 0.25 1.0W 2.20 0.20 0.20 0.20 0.20 0.20 0.20 0
abyrini abyrin	th of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Eth of Nightmare Booster Fon CARD MAME Earth Bound Spirit Dark Necrophia Zombie the Dark Hero Last Soldier from Anothe World Last Soldier from Anothe World World John Spirit Imperial Command Force Field Ouija Board Death Message A Death Message A Death Message I Death Messag	OX 55.00 Cack 3.80 O.60 O.60 RAR UPR SR 8.80 UR 31.00 SC 21.75 FR 14.50 R 5.80 SR 11.00 UR 19.25 R 7.50 R 9.80 SR 10.25 ULR33.75 232.00 OS 61 cards 51.25 3.90 O.60 RAR UPR UR 24.00 SR 10.50 R 6.50 UR 19.25 ULR33.75 CAC CAC CAC CAC CAC CAC CAC CAC CAC CA	50.00 3.00 3.00 3.00 3.00 3.00 4.04 MED 5.70 8.50 4.500 4.500 6.00 6.00 6.00 6.00 6.00 6.00 6.00	42.50 2.20 2.25 1.0W 2.22.5 5.80 8.80 5.60 9.00 8.80 5.55 5.50 5.80 0.25 5.50 0.25 1.0W 2.20 0.20 0.20 0.20 0.20 0.20 0.20 0

BC-29 Mech Hunter	Yu-	Gi-Oh!
MYTHOLOGICAL AGE (52 Cards) Wythological Age Booster Box 48.75 45.00	BC-34 Gemini Eff	23.25 22.00 V 18.50 15.00 11.00
MA-52 Black Hemon Hragon III BA2 III 31125 A 24 /5	MYTHOLOGICAL AGE (E) Mythological Age Booster Box Mythological Age Booster Pack Common card # CARD NAME RA MA-09 Jolt Girl R MA-11 Nurse Angel Lily SC MA-13 Perseus the Holy Knight SR MA-18 Seprent with Eight Heads UR MA-19 Serpent with Eight Heads UR MA-19 Serpent with Eight Heads UR MA-22 Fire Starter UR MA-23 Asura SR MA-31 Murasame Fused Blade R MA-38 Genocide R MA-38 Genocide R MA-39 Genocide R MA-39 Magic Gardner SR MA-40 Linked Dynamite R MA-43 Royal Oppression R MA-41 Royal Oppression R MA-41 Royal Oppression R MA-45 Irinal Battle! SR	2 eards

PHARAONIC GUARDIAN (53 car	ds)	
Pharaonic Guardian Booster Box 52.50	45.00▼	42.50
Pharaonic Guardian Booster Pack 4.00	3.00	2.20
Common card 0.60	0.40 ▲	0.25
# CARD NAME RAR UPR	MED	LOW
PH-00 Nosferatu Lich SCR35.00	25.00	20.00
PH-04 Wan Fu the Tiger King R 6.40	5.70 ▲	4.90
PH-08 Handmaiden of the Sea God SC 18.50	11.50 ▲	7.90
PH-13 Pollen Alien SR 9.70	8.50▲	8.00
PH-15 Severing Samurai SR 14.00	11.50 ▲	8.80
PH-19 Shambling Corpses R 6.90	6.00	5.30
PH-20 De Zart the Supreme God UR 24.00	16.00	15.00
PH-25 Sphinx Guardian UR 23.00	21.00	17.00
PH-29 Don Zaruug UR 24.00	17.00	16.00
PH-31 Snake Man Sakuzii R 5.90	5.70▲	4.90
PH-32 Book of Prohibited Life	44.50	0.00
Magic SR 15.00	11.50 ▲	8.80
PH-41 Riddle of the Traveler R 5.40	5.00	4.00
PH-43 Curse of the Pharaohs R 7.60	6.00 🛦	4.50
PH-45 Pagan's Golden Idol SR 11.25 PH-51 Treasury of the Pharaoh R 5.90	10.00	8.80
	5.40	4.50
	38.50▲	21.50
Total 291.50	219.10	169.15

NEW RULER (56 cards+5 variants)			
53.75	47.50▼	41.25	
3.00	2.80	2.10	
C 0.60	0.40 🛦	0.25	
RAR UPR	MEO	LOW	
SR 9.40	8.00▼	7.80	
SR 10.25	8.50▼	7.80	
UR 18.50	16.50▼	15.75	
PRL19.75	15.50	13.75	
R 4.80	4.30▼	3.80	
SR 10.25	9.00▼	8.00	
UR 17.50	16.50	15.75	
PRL18.25	13.75	13.25	
R 5.20	5.00▼	4.50	
R 5.20	4.50▼	3.80	
SC 14.00	10.75▼	7.10	
	53.75 3.00 C 0.60 RAR UPR SR 9.40 UR 18.50 PRL19.75 R 4.80 SR 10.25 UR 17.50 UR 17.50 UR 17.50 UR 17.50 UR 17.50	53.75 47.50 V 3.00 C 0.60 0.40 A RAR UPR MED SR 9.40 8.00 V SR 10.25 8.50 V UR 18.50 16.50 V 18.75 0.65 0.90 V 18.75 0.65 0 PRL18.25 13.75 R 5.20 4.50 V 8.50 V 8.50 V 8.50 V 4.50 V 8.50 V 4.50 V 8.50 V 4.50 V 8.50 V 4.50 V 4.5	







301-27 Dark Mentor	R 5.20	4.50 ▼	3.80
301-30 Torture Chamber of			
Nightmares	R 5.50	5.30	4.50
301-32 Necro Valley, Sleeping			
Valley of the Pharaoh	UR 19.25	17.00 V	15.75
301-32 Valley of the Kings	PRL22.50	15.50	13.75
301-47 Battle Plan Erasing Trap	R 5.50	5.30	4.50
301-51 Lava Golem	ULR31.00	22.25	21.25
301-51 Lava Golem	SCR25.50	22.25	21.50
301-52 Viser Shock	ULR31.00	22.25	21.25
301-52 Viser Shock	SCR25.25	22.00	21.00
301-53 Quiz	SCR22.25	22.00	21.00
301-54 Life Line	SCR28.00	22.00	20.00
301-55 Torture Wheel	SCR25.25	22.00	20.00
301-56 Red-Eves B. Dragon	ULR62.25	41.25	25.00
Total	463.85	370.60	323.80
SPECIAL SETS	o ppnsage		
	SET THUMBS		

SPECIAL SETS & PROMOS		
Dark Ceremony Edition Pack 19.00	15.00	11.25
EX-R Deck Set (2 decks+video) 40.00	38.00	35.00
Limited Edition 1 Pack (3 foil cards) 78.25	57.50	36.75
Limited Edition 2 Pack (3 foil cards) 54.50	49.00	38.00
Limited Edition 3 Pack (3 foil cards) 32.50	25.00	23.25
Limited Edition 4 Pack (3 foil cards) 30.00	30.00	23.00
Premium Pack 1 pack (5 foil cards) 78.75	48.25	9.50
Premium Pack 2 pack (8 foil cards) 76.75	64.50 ▲	51.75
Premium Pack 3 pack (5 foil cards) 44.50	30.00	17.75
Premium Pack 4 pack (6 foil cards) 8.00	6.00	5.00
Premium Pack 5 pack (6 foil cards) 18.50	16.25	9.00
Structure Deck: Joey 37.75	24.00	21.75
Structure Deck: Kaiba 30.00	25.00	22.00
Structure Deck: Pegasus 30.75	24.00	21.75
Structure Deck: Yugi 26.50	22.00	20.75
DARK CEREMONY ED. CARDS RAR UPR	MED	LOW
Soldier of Chaos SR 18.75	8.60	6.30
Ritual of Chaos SR 10.25 Zera SR 10.25	5.40 A	4.70 4.70
Zera SR 10.25 Ritual of Zera SR 7.20	5.40	4.70
Javelin Beetle SR 6.70	5.40	4.70
Pact of the Javelin Beetle SR 5.00	4.70	4.30
Devil's Mirror SR 5.00	4.70	4.30
Ritual of the Devil's Mirror SR 5.20	5.00	4.50
Super War Lion SR 13.00	10.00	7.00
Ritual of the Lion SR 5.20	5.00	4.50
Fortress Whale SR 6.70	5.40	4.70
Vow of the Fortress Whale SR 5.20	5.00	4.50
Ro Guardian SR 25.00	18.00	11.00
Prayer of Ro SR 5.20	5.00 ▲	4.50
Chakura SR 6.70	5.40 ▲	4.70
Ritual of Chakura SR 5.20	5.00 ▲	4.50
# PREMIUM PACK CARDS RAR UPR	MED	LOW
P1 Crescent Dragon UR 12.00	11.00	10.00
P1 Dancing Elf UR 8.90	8.80	8.70
P1 Frog Slime UR 8.00	7.00 ▼	
P1 Meteor Dragon UR 12.50	9.00 ▲	8.80

Ritual of		SR 7.20	5.40 ▲	4.70	
Javelin E	Beetle	SR 6.70	5.40 ▲	4.70	
Pact of t	he Javelin Beetle	SR 5.00	4.70	4.30	
Devil's N		SR 5.00	4.70	4.30	
	the Devil's Mirror	SR 5.20	5.00 ▲	4.50	
Super W		SR 13.00	10.00	7.00	
Ritual of		SR 5.20	5.00	4.50	
			5.40	4.70	
Fortress					
	he Fortress Whale	SR 5.20	5.00 ▲	4.50	
Ro Guar		SR 25.00	18.00	11.00	
Prayer o	f Ro	SR 5.20	5.00 ▲	4.50	
Chakura		SR 6.70	5.40 ▲	4.70	
Ritual of	Chakura	SR 5.20	5.00 ▲	4.50	
#	PREMIUM PACK CARDS	RAR UPR	MED	LOW	
P1 (Crescent Dragon	UR 12.00	11.00	10.00	
	Dancing Elf	UR 8.90	8.80	8.70	
	Frog Slime	UR 8.00	7.00 ▼	6.70	
	Meteor Dragon	UR 12.50	9.00	8.80	
	Giant Gunner	UR 8.90	8.80	8.70	
	Star Queen	UR 15.75	10.75	9.90	
		UR 8.90	8.80	8.70	
	Tsurupon	SCR44.00	42.75 ▲	23.00	
	Time Magician				
	Whitty Goddess	UR 9.00	9.00 ▲	8.80	
	Sealed Exodia	UR 28.00	9.00 ▲	8.80	
	Soldier of Chaos	SR 20.25	5.40 ▲	4.70	
P2-02	Ritual of Chaos	SR 10.25	5.40 🛦	4.70	
P2-03	Zera	SR 14.75	5.40 ▲	4.70	
P2-04	Ritual of Zera	SR 6.70	5.40 ▲	4.70	
P2-05	Super War Lion	SR 9.20	5.40 A	4.70	
P2-06	Ritual of the Lion	SR 6.70	5.40	4.70	
	Devil's Mirror	SR 5.00	4.70	4.30	
	Ritual of the Devil's Mirro		5.40 ▲	4.70	
P3-01	Blue Eyes Ultimate Drago	nSR 28 75	5.40	4.70	
P3-02	Black Meteor Dragon	PRI 32.00	32.00	20.00	
		SR 15.75	9.50	4.80	
	Fire Winged Pegasus	PRL23.50	15.00 ▼	11.50	
		SR 12.75	4.00 ▼	4.00	
		SR 14.75	8.00 ▼	6.00	
	Tri-Horn Dragon Thousand Years Primitive		0.00 ¥	0.00	
			0.00-	F 00	
	Man	SR 16.50	6.00 ▼	5.00	
P3-06	Evil Night Dragon	SR 10.00	4.00 ▼	4.00	
	Magician of Black Chaos	SR 17.00	16.00 ▲	10.00	
	Gate Guardian	PRL32.75	17.75	8.40	
	Gate Guardian	SR 15.00	14.00 ▼	9.00	
	Meteor Dragon	PRL16.00	16.00	12.00	
P3-09 I	Meteor Dragon	SR 8.90	5.00 ▼	4.50	

£106}

ı	P3-10		SR 9.00	7.40	5.70	KA-38
١	P4-01 P4-02		UR 8.00 UR 8.80	5.00 6.00	4.00 4.50	KA-39
ı	P4-03	Thousand Knives	UR 8.80	8.60 🔻	5.80	KA-40
	P4-04 P4-05		UR 8.90 UR 8.80	8.80 8.60 y	8.70 5.30	KA-41 KA-42
ı	P4-06	Magical Cylinder	UR 8.80	8.60 🔻	5.30	KA-43
ı	P5-01		UR 15.50	15.00 ▲ 9.00 ▲	12.00	KA-44
	P5-02 P5-03	Harpy Feather Sweep Deck Destruction Virus	UR 15.50	9.00 🛦	8.80	KA-45 KA-46
	DE 04	of Death	UR 14.50	9.00 🛦	8.80	KA-47
	P5-04 P5-05		UR 8.80 PRL10.25	8.60 v	5.80 9.00	KA-48 KA-49
	P5-05	Acid Pit	UR 7.70	6.40	4.70	KA-50
	P5-06 P5-07	Metal Reflex Armor Red Eyes Black Metal	UR 8.10	7.20	6.30	PE-01 PE-02
ı		Dragon	PRL27.50	21.25	14.00	PE-03
١	P5-07	Red Eyes Black Metal Dragon	UR 16.00	9.00	8.00	PE-04 PE-05
ı	P5-08		UR 9.90	9.00 ▼	6.00	PE-06
ı	P5-09		UR 7.20	5.40 ▼	5.20	PE-07
h	JY-01	STRUCTURE DECK CARDS I Red-Eyes B. Dragon	X 10.50	7.90	LOW 5.50	PE-08
b	JY-02	Landowar Swordsman	SRX 4.70	4.00	3.50	PE-10
ľ	JY-03 JY-04		JRX 9.40 JRX11.25	6.00 10.75	5.50 8.40	PE-11 PE-12
١	JY-05	Panther Warrior	X 2.30	1.60	1.00	PE-13
Ì	JY-06 JY-07	Android Psycho Shocker Time Magician	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-14 PE-15
Į	JY-08	Ultimate Melee Warrior	X 2.30	1.60	1.00	PE-16
ì	JY-09	Wyvem Warrior	X 2.30	1.60	1.00	PE-17
١	JY-10 JY-11	Baby Dragon Axe Raider	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-18
1	JY-12	Mimic Illusionist	X 2.30	1.60	1.00	PE-20
1	JY-13 JY-14	Missile Warrior Gear Freed Knight	X 2.30 X 2.30	1.60 1.60	1.00	PE-21 PE-22
	JY-15	Falcon Knight	X 2.30	1.60	1.00	PE-23
	JY-16 JY-17	Goblin Strike Force Karate Man	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-24
	JY-18	Critter	X 2.30	1.60	1.00	PE-25 PE-26
1	JY-19 JY-20	Black Forest Witch Penguin Soldier	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-27
	JY-21	Goddess of Truth's Eye	X 2.30		1.00	PE-28
	JY-22	Scape Goat	X 2.30 X 2.30	1.60	1.00	PE-30
1	JY-23 JY-24	Demon's Axe Jar of Greed	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-31 PE-32
۱	JY-25	Hurricane	X 2.30	1.60	1.00	PE-33
1	JY-26 JY-27	Polymerization Black Hole	X 2.30 X 2.30	1.60	1.00 1.00	PE-34 PE-35
	JY-28	Angel's Die	X 2.30	1.60	1.00	PE-36
	JY-29 JY-30	Demon's Die Pitfall	X 2.30 X 2.30	1.60	1.00 1.00	PE-37
	JY-31	Chained Boomerang	X 2.30	1.60	1.00	PE-38
	JY-32 JY-33	Grave Digger Cry of the Undead	X 2.30 X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-40
	JY-34	Dust Devil	X 2.30	1.60	1.00	PE-41 PE-42
	JY-35	Angel's Mirror	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-43
	JY-36 JY-37	Magic Buckler Thousand Dragon	X 2.30	1.60	1.00	PE-44 PE-45
	JY-38 JY-39	Dragon-Riding Wyvern Rock Ogre Grotto #0	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-46
	JY-40	Armored Lizard	X 2.30	1.60	1.00	PE-47 PE-48
	JY-41	Garuzatsu	X 2.30 X 2.30	1.60 1.60	1.00 1.00	PE-49
	JY-42 JY-43	Axe Tiger Radiant Milis	X 2.30	1.60	1.00	PE-50 PE-51
	JY-44	Shield in the Right Hand,	v 220	1.60	1.00	PE-52
	JY-45	Sword in the Left Hand Gaia Power	X 2.30 X 2.30	1.60	1.00	PE-53 PE-54
	JY-46	Fusion Monster	X 2.30	1.60	1.00	PE-55
		Apostle of Obliteration Fake Trap	X 2.30 X 2.30	1.60	1.00	YU-0' YU-0'
	JY-49	Compensation of Blood	X 2.30	1.60	1.00	YU-03
	KA-01 KA-02		JRX 8.40 JRX 8.40	6.00 6.00	4.50 4.50	YU-04
	1/4 00	DI F 14/1-14- D	V 4 FO	4.00	3.50	YU-04 YU-05
	KA-04 KΔ-05	Blue-Eyes White Dragon Blue-Eyes White Dragon	X 4.50 X 4.50	4.00 4.00	3.50 3.50	YU-0
	KA-06	Blood Vors	X 2.50	2.00	1.50	YU-07 YU-08
		Iron Golem La Jinn the Mystical Genie	X 2.50	2.00	1.50	YU-0
		of the Lamp	X 2.50	2.00	1.50	YU-10 YU-1
		Battle Ox Sagi the Dark Clown	SRX 3.80 X 2.50	3.50 ▼ 2.00	3.30 1.50	YU-1:
	KA-11	Powered Gargoyle	X 2.50	2.00	1.50	YU-1: YU-1:
	KA-12	Devil Franken	X 4.50	4.00 2.00	3.50 1.50	YU-1
	KA-13	Critter Swift Gillasaurus	X 2.50 X 2.50	2.00	1.50	YU-1 YU-1
	KA-15	Lucifer the Dark Hypnotist	X 2.50	2.00	1.50 1.50	YU-1
	KA-16 KA-17	Tempest	X 2.50 X 2.50 X 2.50	2.00	1.50	YU-1: YU-2
	KA-18	Monster Reborn	X 2.50	2.00	1.50	YU-2
	KA-19 KA-20	Angel's Gift	X 2.50 X 2.50	2.00	1.50 1.50	YU-2
	KA-21	Welcome for the Dead	X 2.50	2.00	1.50	YU-2 YU-2
	KA-22	Hypnotize Giant Growth	X 2.50 X 3.00	2.00 3.00	1.50 3.00	YU-2
	KA-24	Soul Cross	X 2.50	2.00	1.50	YU-2 YU-2
	KA-25	Black Dust Virus	X 2.50 X 2.50	2.00	1.50 1.50	YU-2
	KA-27	Emissary of Destruction	X 2.50	2.00	1.50	YU-2
	KA-28	Emissary of Obliteration	X 2.50	2.00	1.50	YU-3: YU-3:
	KA-29 KA-30	Theft	X 2.80 X 2.50	2.50 2.00	2.30 1.50	YU-3
	KA-31	Holy Elf's Blessing	X 2.50	2.00	1.50	YU-3: YU-3:
	KA-32 KA-33	Nullify Attack	X 2.50 X 2.50	2.00	1.50 1.50	YU-3
	KA-34	Smitt Gillasaurus Luciter the Dark Hypnotist Magic Lamp Tempest Monster Reborn Premature Burial Angel's Gift Welcome for the Dead Hypnotize Giant Growth Soul Cross Black Dust Virus Shallow Grave Emissary of Destruction Emissary of Obliteration Black Hole Theft Holy Elif's Blessing Shimmer Shield Nullify Attack Destruction Ring Darkness Curse	X 2.50	2.00	1.50	YU-30 YU-37
	KA-35 KA-36	Darkness Curse Deck Destruction Virus	X 2.50 X 6.80	2.00 5.50	1.50 4.30	YU-38
	KA-37	Blue Eyes Ultimate Dragon	X 29.25	20.50	11.75	
	cklick	e con the Corv	-			****

	Gadget Soldier	Х	2.50	2.00	1.50
KA-39	Vasago the God of Destruction	v	2.50	2.00	1.50
KA-40	Needle Worm	X	2.50	2.00	1.50
KA-41	Vile Worm Beast	Χ	2.50	2.00	1.50
KA-42	Demon Inquisitor – Chaos Pod	X	2.50	2.00	1.50
KA-44	Summoner of Illusions	x	2.50 2.50	2.00	1.50 1.50
KA-45	Lord of Dragons	X X X X X X	2.50	2.00	1.50
KA-46 KA-47	Man-Eater Bug Dragon Calling Flute	X	2.50	2.00	1.50 1.50
	Meteor Strike	x	2.50	2.00	1.50
KA-49	Polymerization	X	4.50	4.00	3.50
KA-50 PE-01	Divine Radiance Bow-Drawing Mermaid	X	2.50	2.00	1.50 1.50
PE-02	Wicked Thousand Eyes G	odX	2.80	2.50	2.30
PE-03	No-Faced Illusionist	X	2.50	2.00	1.50
PE-04 PE-05	Parrot Dragon Dark Rabbit	X	2.50	2.00	1.50 1.90
PE-06	Holy Doll	Χ	2.50	2.00	1.50
PE-07	Toon Alligator Toon Goblin Strike Force	X	2.50 4.50 5.50	2.00	1.50
PE-08 PE-09	Toon Cannon Soldier	URX	5.50	4.00 5.00 ▼	3.50 4.50
PE-10	Toon Gemini Elf	URX	6.80	6.50 ▼	6.30
PE-11 PE-12	Toon Masked Automoton Toon Demon	X	2.50 6.80	2.00	1.50 4.30
PE-13	Toon Mermaid	Χ	3.80	5.50 3.50	3.30
PE-14	Blue-Eyes Toon Dragon	Χ	12.75	9.50	6.30
PE-15 PE-16	Critter Black Forest Witch	X	2.50	2.00	1.50 2.30
PE-17	Magician of Faith	X	3.00	3.00	3.00
PE-18	God Senju	X	2.50	2.00	1.50
PE-19 PE-20	Killer Tomato .	X	2.50	2.00	1.50 1.50
PE-21	Sonic Bird	X	2.50	2.00	1.50
PE-22	Sacrifice	X	2.50	2.00	1.50
PE-23 PE-24	Theft Toon World	X X X X X X X X X X X X X X X X X X X	2.50 3.80	2.00 3.50	1.50 3.30
PE-25	Lightning Bolt	X	8.30	6.50	4.80
PE-26	Tempest Soul Cross	X	2.50	2.00	1.50
PE-27 PE-28	Soul Cross Change of Heart	X	2.50 2.80	2.00 2.50	1.50 2.30
PE-29	Split Earth	Χ	2.50	2.00	1.50
PE-30 PE-31	Monster Reborn	X	2.50 4.50	2.00	1.50 3.50
PE-31	Polymerization Master of Fusion	Ŷ	2.50	2.00	1.50
PE-33	Hurricane	Χ	2.50	2.00	1.50
PE-34	Iron Cage of Nightmares Ritual of Illusions	X	2.50 2.50	2.00	1.50 1.50
PE-35 PE-36	Bitter Soul Field	X	2.50	2.00	1.50
PE-37	Toon Search	SRX	3.80	3.50 ▼	1.50 3.30
PE-38 PE-39	Toon Defense Vase of Greed	X	2.50	2.00	1.50 1.50
PE-40	Thousand Eyed Sacrifice	X	2.50	2.00	1.50
PE-41	Dragon Egger	X	2.80	2.50	2.30
PE-42 PE-43	Toon Dragon Egger Summoner of Illusions	X	2.80	2.50	2.30 1.50
PE-44	Summoner of Illusions Dark Eyes Illusionist	X	2.60	2.30	1.90
	Dicalli Glowii	X	2.50	2.00	1.50 1.50
PE-46 PE-47	Jar Demon Cancel Fusion	X	2.50	2.00	1.50
PE-48	Worm Hole	Χ	2.50	2.00	1.50 2.30
PE-49 PE-50	Shining Castle Truth's Eye	X	2.80	2.50 2.30	2.30 1.90
PE-51	Dragon Capture Jar	X	2.50	2.00	1.50
PE-52	Bad Omen	X	2.50	2.00	1.50
PE-53 PE-54	Life Drain Shimmer Shield	X	2.50	2.00	1.50 1.50
PE-55	Playing Fair	Χ	2.50	2.00	1.50
YU-01	Black Magician Girl Gaia the Dark Gale Knigh	SR	8.50	7.00 ¥ 5.00 ¥	5.50 4.50
YU-02 YU-03	Retrained Elven	iUK)	0.50	5.00 ₹	
	Swordsman		5.30	4.50	3.80
YU-04 YU-05	Gafar Demon	X	2.50 6.80	2.00 5.50	1.50 4.30
YU-05 YU-06	Buster Blader Valkyrion Magnet	X	12.00	9.00	6.00
YU-07	Kuriboh	X X X X X	2.60	2.30	1.90
	Bafometu Giant Rat	X	2.50	2.00	1.50 1.50
YU-10	Cyber Pod	X	2.50	2.00	1.50
YU-11	Penguin Soldier Magnet Warrior Alpha	X	2.50 2.80	2.00	1.50
YU-12 YU-13	Magnet Warrior Beta	X	2.80	2.50	2.30
YU-14	Magnet Warrior Gamma	Х	2.80	2.50	2.30 2.30 2.30 2.30 3.30
YU-15 YU-16		X Ile X	3.80 2.50	3.50 2.00	3.30 1.50
YU-17	Stone Soldier	X	2.50	2.00	1.50
	Hand Destruction	X	2.50	2.00	1.50
YU-19 YU-20	Monster Reborn	X	6.80 2.60	5.50 2.30	4.30 1.90
YU-21	Jar of Greed	X	2.50	2.00	1.50
YU-22	Change of Heart	X	2.80	2.50	2.30
YU-23 YU-24		X	2.50 2.50	2.00	1.50 1.50 1.50
YU-25	Cyclone	X	2.50	2.00	1.50
YU-26		X	4.50 3.80	4.00 3.50	3.50 3.30
YU-27 YU-28	Multiply Black Hole	X	2.80	2.50	2.30
YII-29	Magic Box of Death	X	2.50	2.00	1.50
YU-30	Premature Burial	X	2.50	2.00	1.50 3.30
YU-31	Premature Burial Magical Cylinder Magic Barrier Force	X	3.80 12.00	3.50 9.00	6.00
YU-33	Magical Hats	X	2.50	2.00	1.50
YU-34 YU-35	Shift Warp Hexagram Curse	X	2.50	2.00	1.50 1.90
YU-36	Reserves	X	2.50	2.00	1.50
YU-37	Magic Jammer	X	2.50	2.00	1.50
10-38	Chimera the Winged				

VI-V-41 Magician of Black Chaos X 21.00 15.00 VI-V-42 Ritual of Black Chaos X 21.00 2.80 VI-V-43 Magic Unlock X 2.50 2.00 VI-V-45 Emissary of Obliteration X 2.50 2.00 VI-V-45 Emissary of Obliteration X 2.50 2.00 VI-V-46 Emissary of Obliteration X 2.50 2.00 VI-V-47 Turtu's Eye X 2.60 2.30 VI-V-47 Turtu's Eye X 2.60 2.30 VI-V-48 Compensation of Blood X 2.50 2.00 VI-V-47 Turtu's Eye X 2.60 2.30 VI-V-47 Turtu's Eye W 2.60 X 2.50 2.00 VI-V-47 Turtu's Eye W 2.60 X 2.50 2.30 VI-V-47 Turtu's Eye W 2.60 X 2.50 2.30 VI-V-47 Turtu's Eye W 2.60 X 2.50 2.30 VI-V-10 Multiply W 18 1.60 X 8.00 X 8.00 VI-V-10 Ganesh Elephant W 8.80 8.50 VI-V-10 Ganesh Elephant W 8.80 Ganesh Elephant W 8.80 Ganesh Elephant W 8.80 Ganesh Elephant W 8.80 Ganesh El					
VI-V-4 Magician of Black Chaos X 21.00 15.00 VI-V-4 Ritual of Black Chaos X 21.00 2.80 VI-V-4 Ritual of Black Chaos X 21.00 2.80 VI-V-4 Ritual of Black Chaos X 2.50 2.00 VI-V-4 Emissary of Obliteration X 2.50 2.00 VI-V-4 Emissary of Obliteration X 2.50 2.00 VI-V-4 Emissary of Obliteration X 2.50 2.00 VI-V-4 Turtu's Eye X 2.60 2.30 VI-V-4 Turtu's Eye X 2.60 2.30 VI-V-4 Compensation of Blood X 2.50 2.00 VI-V-4 Turtu's Eye X 2.60 2.30 VI-V-4 Compensation of Blood X 2.50 2.00 VI-V-4 Turtu's Eye X 2.60 2.30 VI-V-4 Turtu's Eye VI-V-4 Emissary of Obliteration VI-V-6 Emissary of Obliteration VI-V-1 Emissary of Obliteratio	YU-39	Silver Fang	X 2.50	2.00	1.50
VI-V-48 Magic Unlock	YU-40	Luiz '	X 2.50	2.00	1.50
VI-94 Magic Unlock X 250 2.00			X 21.00	15.00	9.00
YU-44 Gaia Power			X 2.90		2.60
V1-44 Hurricane			X 2.50		1.50
V1-44 Hurricane			X 2.50		1.50
YU-47 Truth's Eye		Emissary of Obliteration	X 2.50		1.50
VI-148 Compensation of Blood X 2.50 2.00		Hurricane Truth's Euro			1.50
## SOUKMAGAZINE PROMOS RAR UPR MILED WILE STATES AND ST					1.90
TR-01 Multiply					1.50 LOV
VB22			UR 16 50	14 00 4	11.50
WB2					6.00
WB3	VB2				8.30
VJ-01 Ganesh Elephart	VB3				8.30
W-1-02				8.50 ▼	8.30
V-J-04		Ganesh Elephant		7.50 ▼	6.80
W-04					9.80
W-04 Girfa Demon					13.00
W-102 Chain Wielding Amazon UR 18.75 15.50 a W-104 World Reverse UR 11.25 10.50 a W-104 W	VJ-U4	Cirto Domon			14.75
W-Jo-4 World Reverse					9.00
W-1-04 World Reverse					9.80
## GAME BOY PRONOS RAR UPR MED (2-02 Saramandora UR 9.89 9.50 10.0					9.80
G2-02 Saramandora					LOV
G2-05 Chained Boomerang	G2-02				9.30
62-05 Ultimate Evolutionary Moth SCR372 00249 00 12-22-26 Deck Destruction Virus UR 81.00 57.00 3 3 3 3 3 5 5 5 3 3	G2-03			10.00	9.50
62-06 Deck Destruction Virus	G2-04				12.00
G2-07			SCR372.00		126.00
62-09 Shrining Castle					33.00
62-09 Harpys Feather Sweep					9.80
62-10 Cyber Bonding		Snining Castle			9.80
G3-02 Cilier Snake UR 17.75 10.50 G3-02 Cilier Snake UR 17.75 10.50 G3-03 Claymore Mine UR 15.00 9.00 G3-04 Tengu Fan UR 11.25 10.50 G3-04 Tengu Fan UR 11.25 10.50 G3-05 Garuma Sword UR 13.50 12.00 17.00 1 G3-07 Magnet Warrior Alpha G3-08 Magnet Warrior Alpha G3-08 Insect Queen UR 12.00 17.00 1 G3-08 Magnet Warrior Pata UR 21.00 17.00 1 G3-08 Magnet Warrior UR 8.80 8.50 G4-03 Color Pata UR 9.00 9.00 G3-04 Itala's Gale UR 9.80 9.50 G4-05 Mate's Slessing UR 8.80 8.50 G4-05 Mate's Slessing UR 8.80 8.50 G4-07 Anti-Magic Incense UR 8.00 7.00 G4-18 Magnet Warrior Gamma UR 13.50 1 G4-15 Magnet Warrior Gamma UR 13.50 1 G4-16 Dagon Riding Wyern UR 11.57 13.50 1 G4-16 Dagon Riding Wyern UR 11.57 13.50 1 G4-16 Dagon Riding Wyern UR 11.57 13.50 1 G4-18 Magnet Warrior Gamma UR 13.00 1 G4-18 Ring of Destruction UR 11.57 13.50 1 G4-18 Ring of Destruction UR 11.57 13.50 1 G4-18 Ring of Destruction UR 11.57 13.50 1 G5-03 Exchange CF-04 Back-Robed Sage CF-04-75 17.50 1 G5-03 Exchange CF-04 Magic Alpha CF-04 Magic Alp					10.50
G3-02 Killer Snake					5.00
63-03 C laymore Mine UR 15.00 9.00 63-04 Tengu Fan UR 11.50 10.50 63-05 Garuma Sword' WW UR 9.80 9.50 63-05 Garuma Sword' UR 13.50 12.00 10.20 63-07 Magnet Warrior Beta UR 21.00 17.00 1 63-09 Insect Queen UR 12.00 17.00 1 63-10 Cybenetic Wyvern UR 8.80 29.00 1 63-10 Cybenetic Wyvern UR 8.80 8.50 64-03 Sun God Dragon SCR54.75 37.50 2 64-03 Sun God Dragon SCR54.75 37.50 2 64-04 Itaka's Gale UR 9.80 9.50 4 64-05 Sebek's Blessing UR 8.80 8.50 1 64-07 Force UR 14.25 10.50 1 64-10 Hypnosis UR 8.80 8.50 1 64-11 Hagie Warrior Garmma UR 18.25 1 1 64-12 Blodd Vors UR 23.75 12.00 1 64-15 Magic Buckler UR 23.75 12.50 1 64-16 Dragon R					9.70
G3-05 Garuma Sword's Vow G3-05 Garuma Sword's Vow G3-06 Garuma Sword's Vow G3-07 Magnet Warrior Alpha G3-07 Magnet Warrior Alpha UR 21.00 17.00 18.00 17.00 18.00 19.0			UR 15.00		8.50
G3-06 Garuma Swords Vow UR 9,80 9,50 Garuma Sword UR 13.50 12.00 1 G3-07 Magnet Warrior Beta G3-08 Magnet Warrior Beta G3-08 Magnet Warrior Beta G3-09 Insect Queen UR 12.00 17.00 1 G3-09 Insect Queen UR 12.00 1 7.00 1 G3-09 Insect Queen UR 12.00 1 7.00 1 G3-81 Panther Warrior UR 8,80 8,50 C4-04-03 Sun God Dragon SCR54.75 37.50 2 G4-04 Itala's Gale UR 9,80 9,50 G4-05 Water Symphony UR 11.25 10.50 G4-05 Water Symphony UR 11.25 10.50 G4-06 Sebek's Blessing UR 8,80 8,50 G4-07 Anti-Majci Incense UR 8,00 7.00 F4-08 Force UR 14.25 UR 18.00 F4-09 F					9.80
G3-08 Magnet Warrior Alpha UR 21.00 17	G3-05	Garuma Sword's Vow	UR 9.80		9.30
G3-09 Insect Queen UR 12:00 17:00 18:30-10 Cybernetic Wyvern UR 39:00 29:00 18:31-10 Cybernetic Wyvern UR 39:00 29:00 19		Garuma Sword		12.00	10.50
G3-09 Insect Queen					13.00
G3-16 Cybernetic Wyvern					13.00
G3-81 Panther Warrior UR 8.80 8.50 G4-03 Sun God Dragon SCR54,75 37.50 G4-04 Itaka's Gale UR 9.80 G4-05 Water Symphony UR11.25 G4-06 Sebek's Blessing UR 8.80 G4-07 Anti-Magic Incense UR 8.00 G4-07 Anti-Magic Incense UR 8.00 G4-08 Force UR14.25 G4-10 Hypnosis UR 8.80 G4-07 Anti-Magic Incense UR 8.80 G4-07 Anti-Magic Incense UR 8.80 G4-07 Anti-Magic Incense UR 8.80 G4-11 Seal of the Elders UR 8.80 G4-11 Seal of the Elders UR 8.80 G4-11 Seal of the Elders UR 8.80 G4-11 Magnet Warrior Gamma UR 13.50 G4-13 Magnet Warrior Gamma UR 13.50 G4-15 Magic Buckler UR 15.75 G4-16 Dragon Ridning Wyvern UR 9.00 G4-17 Blood Vors UR 23.75 G4-18 Ring of Destruction UR 11.575 G4-18 Ring of Destruction UR 11.55 G4-18 Ring of Destruction UR 11.55 G4-18 Black-Robed Sage SCR24,75 G5-02 Exchange SCR14,25 G5-03 Exchange SCR14,25 G5-04 Die of Angels SCR16.00 G5-05 Die of Demons SCR16.50 G5-04 Die of Angels SCR16.50 G5-05 Die of Demons SCR16.50 G5-06 UR16,00 G6-01 UR16,00 G7-01 Rignous Reserve SCR24,75 G7-01 Plagic Arrow SCR34,75 G7-01 Rignous Reserve SCR24,75 G7-01 S2-01 Magic Renever SCR24,					7.50
G4-03 Sun God Dragon SCR54 75 37.50 2 G4-04 Itaka's Gale UR 9.80 9.50 G4-05 Valter Symphony UR 11.55 10.50 G4-06 Sebek's Blessing UR 8.80 8.50 G4-07 Anti-Magic Incense UR 18.20 7.00 G4-08 Force UR 14.25 12.50 1 G4-10 Hypnosis UR 8.80 8.50 G4-11 Hypnosis UR 8.80 8.50 G4-11 Baal of the Elders UR 8.80 8.50 G4-13 Magnet Variror Garma UR 13.50 12.00 1 G4-15 Magle Buckler UR 13.55 13.50 1 G4-16 Dragon Riding Wyern UR 13.55 1 10.50 G4-17 Blood Vors UR 23.75 10.50 9.00 1 G4-18 Ring of Destruction UR 13.00 <t< td=""><td></td><td></td><td></td><td></td><td>19.00</td></t<>					19.00
64-05 Water Symphony UR 11.25 10.50 64-06 Sebek's Blessing UR 8.80 8.50 64-07 Anti-Magic Incense UR 8.00 7.00 64-08 Force UR 14.25 12.50 1 8.60 64-07 Anti-Magic Incense UR 8.00 7.00 64-08 Force UR 14.25 12.50 1 8.60 64-07 Magnet Warrior Gamma UR 13.50 12.00 1 64-11 Magnet Warrior Gamma UR 13.50 12.00 1 64-13 Magnet Warrior Gamma UR 13.50 12.00 1 64-16 Dragon Riding Wyvern UR 9.00 9.00 64-16 Dragon Riding Wyvern UR 9.00 9.00 1 64-18 Ring of Destruction UR 11.25 10.50 1 64-18 Ring of Destruction UR 11.25 10.50 1 64-18 Ring of Destruction GA-82 Wingad Phantom Beast Chimera UR 9.00 9.00 9.00 65-01 Black-Robed Sage SCR24.75 10.50 1 65-02 Exchange SCR14.25 10.50 1 65-03 Exchange SCR14.25 10.50 1 65-03 Exchange SCR14.25 10.50 1 65-03 Exchange SCR14.25 10.50 1 65-15 Die of Demons SCR14.25 10.50 1 65-18 Animated Mask UR 12.75 1.150 1 65-18 Animated Mask UR 12.75 1.150 1 65-18 Animated Mask UR 12.75 1.150 1 66-10 Eath Vorutsugaruf SCR44.25 30.50 1 66-02 Toon Black Magician Girl SCR42.50 30.50 1 66-04 Lightning Gilford SCR21.75 1.50 1 66-10 Lightning Gilford SCR21.75 1.50 1 7.50 1 67-01 Elemental God Dragon SCR37.50 20.00 1 67-04 Magic Arrow SCR 9.80 7.50 1 7.50					20.25
G4-06 Water Symphony					9.30
64-07 Anti-Magic Incense UR 8.00 7.00 G4-08 Force UR 14:25 12:50 1 16:4-11 Seal of the Elders UR 8.00 8.50 G4-13 Magnet Warrior Gamma UR 13:50 12:00 1 16:4-15 Magic Buckler UR 15:75 13:50 1 G4-16 Dragon Riding Wyern UR 9.00 16:4-15 Magic Buckler UR 15:75 13:50 1 G4-16 Dragon Riding Wyern UR 9.00 16:4-18 Ming of Destruction UR 11:25 10:50 1 G4-18 Ring of Destruction UR 11:25 10:50 1 G5-03 Exchange SCR14:25 10:50 1 G5-03 Exchange SCR14:25 10:50 1 G5-05 Die of Demons SCR16:50 1 G5-05 Die of Demons					9.80
G4-07 Anti-Magic Incense UR 8.00 7.00 G4-08 Force UR 14.25 12.50 1 G4-10 Hypnosis UR 8.80 8.50 G4-11 Seal of the Elders UR 8.80 8.50 G4-11 Seal of the Elders UR 8.80 8.50 G4-11 Seal of the Elders UR 8.80 8.50 G4-13 Magnet Warrior Gamma UR 13.50 1 G4-14 Magnet Warrior Gamma UR 13.50 1 G4-15 Magic Buckler UR 15.75 13.50 1 G4-16 Dragon Ridling Wyvern UR 9.00 9.00 G4-17 Blood Vors UR 23.75 12.50 1 G4-18 Ring of Destruction UR 11.25 10.50 G5-01 Black-Robed Sage SCR24.75 17.50 1 G5-02 Exchange SCR14.25 10.50 G5-03 Exchange SCR14.25 10.50 G5-04 Die of Angels SCR16.00 12.00 G5-05 Die of Demons SCR16.50 13.00 G5-05 Die of Demons SCR16.50 13.00 G5-05 Exchange SCR14.25 10.50 G5-10 Death Vorutsugaruf SCR44.25 30.50 1 G6-01 Death Vorutsugaruf SCR44.25 30.50 1 G6-02 Toon Black Magician Girl SCR42.50 30.50 1 G6-03 Universe Iguzaron SCR16.50 12.00 G6-04 Lightning Gilford SCR21.75 15.50 G6-18 Pharanof's Temple UR 26.25 20.50 1 G7-04 Magic Arrow SCR 9.80 7.50 G7-04 Magic Arrow SCR 9.80 7.50 G7-04 Magic Arrow SCR 9.80 7.50 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-18 Magic Removal Virus		Sebek's Blessing			8.30
G4-10 Hypnosis UR 8.80 8.50 G4-11 Seal of the Elders UR 8.80 8.50 G4-13 Magnet Warrior Gamma UR 13.50 12.00 G4-15 Magnet Warrior Gamma UR 15.75 13.50 1 G4-15 Magnet Walryor UR 15.75 13.50 1 G4-15 Magnet Walryor UR 15.75 13.50 1 G4-15 Magic Buckler UR 15.75 13.50 1 G4-17 Blood Vors UR 9.00 WR 23.75 12.50 1 G4-18 Bing of Destruction UR 11.25 10.50 G5-01 Black-Robed Sage SCR24.75 17.50 1 G5-02 Big Shield Guardian SCR19.50 19.00 19.00 1 G5-03 Exchange SCR14.25 10.50 G5-03 Exchange SCR14.25 10.50 G5-03 Exchange SCR16.00 12.00 G5-05 Die of Demons SCR16.50 13.00 G5-65 Die of Demons SCR16.50 13.00 G5-60 Die alth Vorutsugarufu SCR42.50 30.50 1 G6-02 Condition G6-03 Universe Iguzaron SCR16.50 12.00 G6-04 Lightning Gillord SCR21.75 15.50 G6-04 Lightning Gillord SCR24.75 10.50 G7-04 Magic Arrow SCR 9.80 7.50 Magic Arrow SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR24.75 17.50 1 S2-18 Magic Removal Virus SCR24.75 17.50 1 S2-18					6.00
G4-11 Seal of the Eliders			UR 14.25		10.75
G4-14 Magnet Valryinor Gamma		Hypnosis			8.30
G4-14 Maginet Valkyrion UR 15,75 13,50 1 G4-15 Magic Buckler UR 15,75 13,50 9,00 G4-16 Dragon Ridling Wyvern UR 9,00 9,00 G4-17 Blood Vors UR 23,75 12,50 1 G4-18 Ring of Destruction UR 12,25 1 10,50 1 G4-18 Wing of Destruction UR 9,00 9,00 9,00 1 10,50 1 10,50 1 10,50 1 10,50 1 10,50 1 10,50 1 2,00 9,00 9,00 9,00 9,00 6 1,50 1 10,50 1 2,00 6 1,50 1 1,50 1 3,00 1 9,00 1 2,00 1 0 2,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00 1 3,00					8.30
G4-15 Magic Buckler UR 15.75 13.50 1 G4-16 Dragon Riding Wyvern UR 9.00 9.00 9.00 G4-17 Blood Vors UR 23.75 12.50 1 G4-18 Ring of Destruction UR 11.25 10.50 G4-82 Wingad Phantom Beast UR 9.00 9.00 G5-01 Black-Robed Sage SCR24.75 17.50 1 G5-02 Bly Shield Guardian SCR19.50 119.00 1 G5-03 Exchange SCR14.25 10.50 1 G5-04 Die of Angels SCR16.60 12.00 6 G5-05 Die of Demons SCR16.55 13.00 1 G5-81 Animated Mask UR 12.75 11.50 1 G5-90 Die of Demons SCR44.25 30.50 1 G6-91 Death Vorutsugarruf SCR442.50 20.00 1 G6-02 Tone Black Magician leif SCR42.50 20.00 1 12.00 G6-04 Lightning Gilford </td <td></td> <td></td> <td></td> <td></td> <td>10.50</td>					10.50
G4-16 Dragon Riding Wyvern UR 9,00 9,00					11.25
G4-17 Blood Vors UR 23,75 12,50 1 G4-18 Ring of Destruction UR 11,25 10,50 1 G4-18 Ring of Destruction UR 9,00 9,00 - G5-01 Black-Robed Sage SCR24,75 17,50 1 G5-02 Big Shield Guardian SCR19,50 19,00 1 G5-03 Exchange SCR14,25 10,50 12,00 G5-04 Die of Angels SCR16,50 12,00 13,00 12,00 G5-81 Animated Mask UR 12,75 11,50 1 3,00 1 G5-82 Masked Beast Death Guard UR 15,75 13,50 1 11,50 1 3,50 1 1 3,50 1 1 1,50 1 2,00 1 2,00 1 2,00 1 2,00 1 2,00 1 2,00 1 2,00 1 1,00 1 2,00 1 1,00 1 2,00 1 2,00 1 1					11.25
G4-18 Ring of Destruction UR 11.25 10.50 G4-B2 Winged Phantom Beast UR 9.00 9.00 G5-O1 Black-Robed Sage SCR24.75 17.50 1 G5-O2 Big Shield Guardian SCR19.50 19.00 1 G5-O3 Exchange SCR14.25 10.50 G5-O3 Exchange SCR16.00 12.00 G5-O5 Die of Demons SCR16.50 13.00 G5-B3 Animated Mask UR 12.75 11.50 1 G5-B4 Masked Beast Death Guard UR 15.75 13.50 1 1 G6-O2 Toon Black Magician Grid SCR44.25 20.00 1 1 1 G6-O2 Toon Black Magician Grid SCR16.50 12.00 2 2 2 0 1 <td>G4-17</td> <td></td> <td>IIR 23 75</td> <td></td> <td>9.00</td>	G4-17		IIR 23 75		9.00
G-8-82 Winiged Phantom Beast Chimera UR 9.00 9.00 G5-01 Black-Robed Sage SCR24.75 G5-02 Big Shield Guardian SCR19.50 10.50 G5-03 Exchange SCR14.25 G5-04 Die of Angels SCR16.00 G5-05 Die of Demons SCR16.50 G5-05 Die of Demons SCR16.50 G5-05 Die of Demons SCR16.50 G5-06 Robert Script Scri					9.80
Chimera UR 9.00 9.00 G5-01 Black-Robed Sage SCR24.75 17.50 1 G5-02 Big Shield Guardian SCR19.50 19.00 1 G5-03 Exchange SCR16.00 12.00 G5-05 Die of Demons SCR16.50 13.00 G5-81 Animated Mask UR 12.75 13.50 1 G6-01 Death Vorutsugarufu SCR44.25 30.50 1 G6-01 Death Vorutsugarufu SCR44.25 20.00 1 G6-02 Universe gluzaron SCR16.50 12.00 G6-04 Lightning Gilford SCR21.75 15.50 G6-08 Universe gluzaron SCR16.50 12.00 G6-04 Lightning Gilford SCR21.75 15.50 G6-10 Ton Black Magician Girl SCR42.50 20.50 G6-04 Lightning Gilford SCR21.75 15.50 G6-08 Universe gluzaron SCR16.50 30.00 7.50 G7-01 Elemental God Dragon SCR37.50 36.00 1 G7-01 Elemental God Dragon SCR37.50 19.00 1 S2-04 Rigorous Reaver SCR27.00 19.00 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-18 Magic Removal Virus					0.00
G5-02 Big Shield Guardian SCR19.50 19.00 10.50			UR 9.00		9.00
55-02 Exchange SCR14.25 10.50					10.25
G5-94 Die of Ångels SCR16.00 12.00					11.00
65-05 Die of Demons SCR16.50 13.00 G5-B1 Animated Mask UR 12.75 11.50 1 G6-B2 Masked Beast Death Guard UR 15.75 13.50 1 G6-D2 Toon Black Magician Girl SCR42.50 20.00 1 G6-02 Toon Black Magician Girl SCR16.50 12.00 1 G6-03 Liniverse Iguzaron SCR16.50 12.00 1 G6-04 Liphtning Gilford SCR21.75 15.50 1 G6-04 Liphtning Gilford SCR21.75 15.50 2 2 2 0.00 1 3 7 2 0 0 1 3 7 0 0 0 1 3 0 0 1 0 0 1 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0					6.80
GS-B1 Animated Mask UR 12.75 11.50 11.50 GS-B2 Masked Beast Death Guard UR 15.75 13.50 1 13.50 1 G6-01 Death Vorutsugarufu SCR442.50 30.50 1 66-02 20.00 1 20.00 1 12.00 66-02 12.00 <t< td=""><td></td><td></td><td></td><td></td><td>7.50</td></t<>					7.50
66-01 Death Vorutsugardu SCR4425 20.50 1 66-02 Toon Black Magician Girl SCR425.0 20.00 1 66-03 Universe Iguzaron SCR16.50 12.00 66-04 Lightning Gilford SCR21.75 15.50 66-04 Lightning Gilford SCR21.75 26.00 1 67-01 Elemental God Dragon SCR37.50 26.00 1 67-04 Magic Arrow SCR 9.80 7.50 PLAYSTATION PROMOS RAR UPR MED S2-01 Oberon the King of FairiesSCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-18 Magic Removal Virus					8.00
66-01 Death Vorutsugardu SCR4425 20.50 1 66-02 Toon Black Magician Girl SCR425.0 20.00 1 66-03 Universe Iguzaron SCR16.50 12.00 66-04 Lightning Gilford SCR21.75 15.50 66-04 Lightning Gilford SCR21.75 26.00 1 67-01 Elemental God Dragon SCR37.50 26.00 1 67-04 Magic Arrow SCR 9.80 7.50 PLAYSTATION PROMOS RAR UPR MED S2-01 Oberon the King of FairiesSCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-18 Magic Removal Virus					10.25
G6-02 Toon Black Magician Girl SCR42.50 20.00 12.00 G6-04 Lightning Gilford SCR21.75 15.50 G6-04 Lightning Gilford SCR21.75 15.50 G6-04 Lightning Gilford SCR21.75 15.50 G7-04 Magic Arrow SCR 9.80 7.50 G7-04 Magic Arrow SCR 9.80 7.50 FLAYSTATIOH PROMOS ARR UPP MED SC-04 Derom the King of Fairies SCR27.00 19.00 15.2-04 Electromagnetic Insect SCR24.75 17.50 15.2-15 Magic Removal Virus SCR24.70 19.00 15.2-16 Magic Removal Virus 19.00 15.2-16 19.00 19.0					16.75
66-03 Universe Iguzaron SCR16.50 12.00 66-04 Lightning Gilford SCR21.75 15.50 66-81 Pharaoh's Temple UR 26.25 20.50 1 67-01 Elemental God Dragon SCR37.50 28.00 1 5CR 94.00 15		Toon Black Magician Girl			11.50
G6-04 Lightning Gilford SCR21 75 15.50					7.50
66-B1 Pharaoh's Temple UR 26.25 20.50 1 G7-01 Elemental God Dragon SCR37.50 26.00 1 G7-04 Magic Arrow SRA URA # PLAYSTATION PROMOS RAR URA \$2-01 Deron the King of Fairies/SCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-81 Magic Removal Virus		Lightning Gilford	SCR21.75	15.50	9.30
G7-01 Elemental God Dragon SCR37.50 26.00 1	G6-B1	Pharaoh's Temple	UR 26.25		14.75
S2-01 Oberon the King of FairiesSCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-B1 Magic Removal Virus 1 1			SCR37.50	26.00	14.50
S2-01 Oberon the King of FairiesSCR27.00 19.00 1 S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-B1 Magic Removal Virus 1 1		Magic Arrow	SCR 9.80	7.50	5.30
S2-04 Electromagnetic Insect SCR24.75 17.50 1 S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-B1 Magic Removal Virus		PLAYSTATION PROMOS	RAR UPR	MED	LOV
S2-05 Rigorous Reaver SCR27.00 19.00 1 S2-B1 Magic Removal Virus		Uperon the King of Fairles	SOUK2/.00		11.00
S2-B1 Magic Removal Virus					10.2
			001127.00	10.00	11.00
	02 01		UR 26.25	20.50	14.7
			,		





X 2.50 2.00

1.50



Depa	-H	- v
1ST EDITION BASE SET (102 cards)
	00 360.00	
	50 165.00	
	50 6.00	
	50 8.00	
	60 8.90	
	00 175.00	
	00 67.50	
	00 2.70	
	80 4.50	
	50 2.00	
	70 0.50	
	20 0.10	
Unlimited Energy Card 0.	10 0.10	
	90 0.60	
	25 0.20	
	10 0.10	
	PR MEI	
Alakazam F 7.	00 5.50	
Beedrill R 3.	10 3.00	
Blastoise F 17.		
	00 5.00	
Charizard F 31.		
	00 6.00	
	00 2.60	
	00 2.80	
	10 3.00	
	20 3.00	
	00 2.60	
	20 3.00	
	10 3.00	
	30 5.50	
	50 5.00	
	10 3.00	
	10 3.00	
	30 3.00	
	60 5.50	
Magneton F 11.		
Mewtwo F 17.		
Nidoking F 19.		
	00 8.00	
	10 3.00	
	.00 2.80	
	10 3.00	
Poliwrath F 14.		
Raichu F 24.		
	10 3.00	
	60 3.00	
Venusaur F 27.		
Zapdos F 19.		
	-	0.00
BASE SET 2 (130 c		
	75 113.25	
	25 70.00	69.00
Two-Dlavor Startor Sat /w/CD D	(A AO	

	n	07.50	3.00	2.00
Venusaur	F	27.50	12.25	7.80
Zapdos	F	19.75	6.00	5.00
BASE SET	2 (1	30 card	s)	
Base 2 Set		116.75		112.00
Base 2 Booster Box		71.25		69.00
Two-Player Starter Set (w/C			00.00
The Hayer Gunter Got (117.0	11.25	9.70	9.40
Two-Player Starter Set (w/C			
		9.80	9.50	9.30
Base 2 Theme Deck		9.00	8.00	7.20
Base 2 Booster Pack		3.00	3.00	2.40
Uncommon Card		0.50	0.50	0.45
Common Card		0.25	0.25	0.15
Energy Card		0.10	0.10	0.05
	RAF		MEO	LOW
Alakazam	F	6.30	6.00	4.90
Beedrill	Ř	3.00	2.20 ▼	
Blastoise	F	9.00	8.00	7.00
Chansey	F	6.00	5.00	4.00
Charizard	F	17.50	12.25	11.50
Clefable	Ė	5.60	5.00	4.00
Clefairy	Ė	5.60	5.00	3.00
Computer Search	Ŕ	3.00	2.00	
Dragonair	R	3.00		1.70
Duatrio	R	3.00	2.40	1.70
Electabuzz	R	3.00		1.70
Electrode	R	3.00		
Gyarados	Ë	5.40	5.00	3.00
Hitmonchan	Ė	5.60	5.00	3.90
Imposter Professor Oak		3.00	2.00	1.70
Item Finder	R	3.00		1.90
Kangaskhan	R	3.00	2.40▼	
Lass	R	3.00	2.00	1.70
Magneton	Ë	5.30	5.00	3.00
Mewtwo	Ė	7.00	5.90	4.00
Mr. Mime	Ř	3.50	3.00	2.40
Nidoking	F	6.00	5.00	3.90
Nidoqueen	F	5.80	5.00	3.90
Ninetales	F	5.30	5.00	3.00
Pidgeot	F	5.40		3.00
Pidgeotto	Ŕ	3.00	2.50	2.00
Pinsir	R	3.00	2.20 7	
Pokémon Breeder	R	3.00	2.00	1.70
Pokémon Trader	R	3.00	2.00	1.70
Poliwrath	F	5.90	5.00	3.00
Raichu	F	5.90	5.00	3.00
Scoon IIn	R	3.90	2.10	1.70

ı	HINOLE 407 FO	(0.4	.4-1	
ı	JUNGLE 1ST EO. 1st Edition Jungle Set 2			190.00
ı	1st Edition Booster Box	80.75	195.00 80.00	80.00
ı	1st Edition Booster Pack	3.00	3.00	3.00
ı	Jungle 2-Player Starter	10.50	9.70	8.90
ı	Jungle Theme Deck	9.60	8.80	7.50
ŀ		25.00		113.25
ļ	Unlimited Booster Box	70.00	65.00	44.00
ı	Unlimited Booster Pack	3.00	2.90	2.60
ı	Unlimited Holofoil Card (F)	5.50	5.00	3.90
Į	Unlimited Rare Card	2.50	2.00	2.00
l	Unlimited Uncommon Card	0.80	0.50	0.50
ı	Unlimited Common Card	0.20	0.10	0.10
I	1st Ed. Uncommon Card	0.70	0.50	0.50
ı	1st Ed. Common Card	0.25	0.25	0.15
ı	CARD NAME RAR	UPR	MEO	LOW
ı	Clefable F	6.00	5.50	3.90
ı	Clefable R	3.00	2.20▼	1.80
ł	Electrode F	5.30	4.30	3.00
ı	Electrode R	3.00	2.20▼	1.00
ı	Flareon F	5.30	4.50	3.90
ı	Flareon R	3.00	2.00	1.00
ı	Jolteon F	5.50	5.00	3.60
ı	Jolteon R	3.00	2.40	1.50
١	Kangaskhan F	5.30	4.30	
ı	Kangaskhan R Mr. Mime F	3.00	2.40 7	
ı	Mr. Mime F Mr. Mime R	6.00	4.50	3.20
١		3.00 5.50	2.20	
ı	Nidoqueen F Nidoqueen R	3.00	5.00 2.20	3.30
ı	Pidgeot F	5.30	4.10	3.00
Į	Pidgeot R	3.00	2.20	
١	Pinsir F	5.30	5.00	3.20
ı	Pinsir R	3.00	2.20▼	
ĺ	Scyther F	9.00	5.50	5.00
ı	Scyther R	3.00	2.90	1.50
ı	Snorlax F	5.50	5.00	3.10
ı	Snorlax R	3.00	2.20	1.00
ı	Vaporeon F	5.50	5.00	3.10
ı	Vaporeon R	3.00	2.20♥	1.00
ı	Venomoth F	5.30	4.30▼	
ı	Venomoth R	3.00	2.20▼	
ı	Victreebel F	5.50	5.00	3.30
ı	Victreebel R	3.00	2.20▼	1.00
ı	Vileplume F	5.50	5.00	3.30
ł	Vileplume R	3.00	2.20	1.00
ı	Wigglytuff F Wigglytuff R	5.80	5.00	4.20
Ì	007	3.00	2.70	2.10
	FOSSIL 1ST EO.	(62 ca	rds)	
Ì	1st Edition Fossil Set	195.00	172.50	145.75
	1st Edition Booster Box	88.00	82.50V	
	1st Edition Booster Pack	3.60	3.00	3.00
١	Fossil Theme Deck	10.00	9.70	6.10
١		125.00	110.50	105.00
	Unlimited Booster Box	72.50	65.00	44.00
١	Unlimited Booster Pack	2.90	2.00	2.00
ı	Unlimited Holofoil Card (F)	5.00	5.00	3.90
ĺ	Unlimited Rare Card	2.50	2.00	2.00
ĺ	Unlimited Uncommon Card		0.50	0.50
	Unlimited Common Card	0.25	0.25	0 15

Wigglytuff	R	3.00	2.70	2.10
FOSSIL 1ST	EO.	(62 car	ds)	
1st Edition Fossil Set	1	95.00	172.50	145.75
1st Edition Booster Bo			82.50▼	
1st Edition Booster Pa		3.60	3.00	3.00
Fossil Theme Deck		10.00		6.10
Unlimited Fossil Set		25.00		105.00
Unlimited Booster Box		72.50		44.00
Unlimited Booster Pac		2.90	2.00	2.00
Unlimited Holofoil Card Unlimited Rare Card	1 (F)	5.00 2.50	5.00	3.90
Unlimited Uncommon	Card		0.50	0.50
Unlimited Common Ca		0.00	0.30	0.30
1st Ed. Uncommon Ca		0.70	0.50	0.13
1st Ed. Common Card	ıu	0.25	0.15	0.10
CARD NAME	RAR		MED	LOW
Aerodactyl	F	6.90	5.70	4.80
Aerodactyl	R	3.00		1.70
Articuno	F	6.00		4.00
Articuno	R	3.00	2.40	1.90
Ditto	F	6.00	5.00	4.00
Ditto	R	3.00	2.40	1.90
Dragonite	F	6.80	5.70	5.00
Dragonite	R	3.00	2.70	2.00
Gengar	F	6.00		4.00
Gengar Haunter	R F	3.00 5.90	2.10 5.00	1.90 3.30
Haunter	R	3.00	2.20▼	1.20
Hitmonlee	F	6.00		3.00
Hitmonlee	Ŕ	3.00	2.80	1.90
Hypno	Ë	6.00	5.00	4.00
Hypno	Ř	3.00	2.20 ▼	
Kabutops	F	6.00	5.00	3.00
Kabutops	R	3.00	2.20 ▼	1.20
Lapras	F	5.80	5.00	4.00
Lapras	R	3.00	2.20 ▼	
Magneton	F	5.80	5.00	3.30
Magneton	R	3.00	2.20▼	1.20
Moltres	F	6.00	6.00	5.00
Moltres	R	3.00	2.40	1.90
Muk Muk	F R	5.80	4.70	
Raichu	F	7.00	2.20 ▼ 5.70	1.20 4.80
Raichu	R	3.00	2.40▼	
Zandos	F	5.90	5.00	4.00
Zapdos	R	3.00	2.20 🔻	
				1.20
TEAM ROCKET	1 ST	EO. (83	cards)	

•		
TEAM ROCKET 1ST EO. (8	3 cards)	
1st Ed. Team Rocket Set 170.00	166.50	160.50
1st Ed. Booster Box 134.00	95.00	87.00
1st Ed. Booster Pack 5.50	3.50	3.00
Team Rocket Theme Deck 10.00	10.00	8.10
Unlimited Set 124.50	120.00	115.25
Unlimited Booster Box 89.25	69.75	68.00
Unlimited Booster Pack 3.50	3.00	2.00
Unlimited Holofoil Card (F) 6.00	5.00	5.00
Unlimited Rare Card 2.50		2.00
Unlimited Uncommon Card 0.80		0.50
Unlimited Common Card 0.20		0.15
1st Ed. Uncommon Card 0.80		0.50
1st Ed. Common Card 0.29	0.25	0.20

OADD WARE	DAD	unn	MED	LOW
CARD NAME	RAR		MED	
Dark Alakazam	F	6.00	5.00	4.10
Dark Alakazam	R	3.00	2.40	1.00
Dark Arbok	F	6.00	5.00	4.00
Dark Arbok	R	3.00	2.40▼	
Dark Blastoise	F	8.50	7.90	6.40
Dark Blastoise	R	3.00	3.00	2.00
Dark Charizard	F	14.25	10.75	10.00
Dark Charizard	R	5.00	3.10	3.00
Dark Dragonite	F	6.50	5.50	5.00
Dark Dragonite	R	3.00	2.80	2.20
Dark Dugtrio	F	6.00	5.00	4.00
Dark Dugtrio	R	3.00	2.40▼	
Dark Golbat	F	6.50	5.00	
Dark Golbat	R	3.00	2.40▼	
Dark Gyarados	F	6.50	5.00	3.80
Dark Gyarados	R	3.00	2.40♥	
Dark Hypno	F	6.00	5.00	
Dark Hypno	R	3.00	2.40▼	
Dark Machamp	F	6.50	5.00	3.80
Dark Machamp	R	3.00	2.40▼	1.00
Dark Magneton	F	6.00	5.00	3.00
Dark Magneton	R	3.00	2.40▼	
Dark Raichu	F	10.50	7.20	5.80
Dark Slowbro	F	8.00	7.00	5.30
Dark Slowbro	R	3.00	2.70▼	
Dark Vileplume	F	6.50	5.00	3.80
Dark Vileplume	R	3.00	2.40▼	1.00
Dark Weezing	F	6.00	3.00▼	
Dark Weezing	R	3.00	2.20▼	1.00
Here Comes Team Roo	ket!			
	F	7.00	4.30	3.00
Here Comes Team Roo	ket!			
	R	3.00	2.00	1.90
Rainbow Energy	F	6.50	5.90	4.40
Rainbow Energy	Ř	3.00	3.00	2.20
Rocket's Sneak Attack	F	7.00	4.30▲	
Rocket's Sneak Attack		3.00	2.00	1.60
CVAL UEDOCO	OT E	0 /426		
GYM HEROES 1				
1st Edition Gym Heroes	Set '	167.50	157.50	145.00

1st Edition Gym Heroes S	et '	167.50		145.00	
1st Edition Booster Box		86.75	80.00	79.25	
1st Edition Booster Pack		3.00	3.00	2.60	
Gym Heroes Theme Dec		10.00	9.00	8.00	
Unlimited Gym Heroes Se	et '	105.00		99.00	
Unlimited Booster Box		72.50	63.50	61.25	
Unlimited Booster Pack		3.00	2.70	2.10	
Unlimited Holofoil Card (F)	5.00	5.00	3.90	
Unlimited Rare Card	,	2.50	2.00	2.00	
Unlimited Uncommon Co	ard		0.50	0.50	
Unlimited Common Card		0.25	0.25	0.15	
Unlimited Energy Card		0.10	0.10	0.10	
1st Ed. Uncommon Card		0.80	0.50	0.30	
1st Ed. Common Card		0.25	0.20	0.10	
1st Ed. Energy Card		0.10	0.10	0.10	
	AR		MEO		
				LOW	
Blaine's Moltres	F	6.00	6.00	5.40	
Blaine's Quiz #1	R	3.00	2.00	1.50	
Brock	F	6.00	4.10	3.00	
Brock	R	3.00	1.80▼	1.00	
Brock's Golem	R	3.00	2.50▼	1.50	
Brock's Onix (Lvl. 30)	R	3.00	2.00	1.50	
Brock's Rhydon	F	5.30	4.50▼	4.00	
Brock's Rhyhom (Lvl. 25)	R	3.00	2.00	1.50	
Brock's Sandslash	R	3.00	2.00	1.50	
Brock's Zubat (Lvl. 5)	R	3.00	2.00	1.50	
Charity	R	3.00	2.00	1.50	
Erika	F	5.30	4.00	3.10	
Erika -	R	3.00	2.00	1.80	
Erika's Clefable	F	5.50	5.00	4.40	
Erika's Clefairy	Ŕ	3.00	2.20	1.80	
Erika's Dragonair	Ë	5.80	5.00	4.00	
Erika's Victreebel	Ŕ	3.00	2.40	2.00	
Erika's Vileplume	Ë	5.30	4.50 ▼	3.80	
Lt. Surge	F	6.00	4.50	3.20	
Lt. Surge	R	3.00	2.00		
			2.00	1.90	
Lt. Surge's Electabuzz (L			0.00=	4 00	
Là Commala Flantata (I	R	3.00	2.20▼	1.80	
Lt. Surge's Electabuzz (L			F 50	F 00	
Lt. O	F	6.00	5.50	5.00	
Lt. Surge's Fearow	F	5.50	5.00	4.00	
Lt. Surge's Magneton	F	5.30	4.50▼	3.80	
Lt. Surge's Raichu	R	3.00	2.40	2.00	
Misty	F	5.50	4.00	3.10	
Misty	R	3.00	2.00	1.50	
Misty's Cloyster	R	3.00	2.50 ▼	1.50	
	R	3.00	2.00	1.50	
Misty's Poliwrath	R	3.00	2.00	1.50	
Misty's Seadra	F	5.30	4.50 ▼	4.00	
Misty's Tentacool (Lvl. 12)	R	3.00	2.50▼	1.80	
Misty's Tentacruel	F	5.50	5.00	4.00	
	R	3.00	2.70	2.10	
Rocket's Hitmonchan	F	6.40	5.50	5.00	
Rocket's Moltres	F	6.90	6.30	6.00	
Rocket's Scyther	Ė	9.10	6.30	5.30	
		00	0.00	0.00	

Rocket's Scyther F	9.10	6.30	5.30
Rocket's Snorlax R	3.00	2.20 V	1.80
Sabrina's Gengar F	6.50	5.00 V	4.50
Sabrina's Venomoth R	3.00	2.20 V	1.80
The Rocket's Training GymR	3.00	2.00	1.80
The Rocket's Trap F	6.00	5.50	4.30
GYM CHALLENGE 181 1st Ed. Gym Challenge Set 1st Edition Booster Box 1st Edition Booster Pack Theme Deck Unlimited Set Unlimited Set Unlimited Booster Pack Unlimited Booster Pack Unlimited Holofoil Card (F)	221.25	214.75 85.00 3.00 9.70	

		_	_
Unlimited Rare Card	2.50	2.00	2.00
Unlimited Uncommon Car		1.00	0.70
Unlimited Common Card	0.25	0.25	0.15
Unlimited Energy Card	0.10	0.10	0.10
1st Ed. Uncommon Card	0.80	0.50	0.50
1st Ed. Common Card	0.25	0.25	0.15
1st Ed. Energy Card	0.10	0.10	0.10
CARD NAME RA	R UPR	MEO	LOW
Blaine F	5.50	4.00	3.10
Blaine F		2.20▼	2.00
Blaine's Arcanine F		6.30	5.30
Blaine's Charizard F		12.00	10.00
Blaine's Ninetails F		2.40	2.00
		2.50	1.80
Brock's Ninetails F		6.00	
Brock's Protection F		2.20▼	1.80
Chaos Gym F		3.00	2.90
Erika's Kindness F		2.40	2.00
Erika's Venusaur F		5.90	5.20
Giovanni F	6.00	4.50	3.20
Giovanni F	3.00	2.70▲	2.00
Giovanni's Gyarados F		5.00	4.10
Giovanni's Last Resort F		2.20▼	1.80
Giovanni's Machamp F		5.00	4.50
Giovanni's Nidoking F		5.50	5.00
Giovanni's Nidoqueen F		2.70	2.00
		5.50	5.00
Giovanni's Pinsir F			
Koga F		6.00	4.50
Koga F		2.70	2.00
Koga's Arbok F		2.20▼	1.80
Koga's Beedrill F	5.30	4.50▼	3.80
Koga's Ditto	5.30	5.00	4.10
Koga's Muk F	3.00	2.20▼	1.80
Koga's Pidgeotto F		2.20▼	
Lt. Surge's Jolteon F		2.20▼	2.00
Lt. Surge's Raichu		6.00	5.30
Lt. Surge's Secret Plan F			1.80
			4.10
			5.00
Misty's Wish		2.00	2.00
Resistance Gym F		3.00	2.00
Rocket's Mewtwo		7.00	6.00
Rocket's Zapdos F		7.00	5.30
Sabrina F		4.50	3.20
Sabrina F	3.00	2.70▲	2.00
Sabrina's Alakazam		6.50	5.30
Sabrina's Gengar F		2.20▼	2.00
	3.00	2.40	1.80
			1.00
NEO GENESIS 1ST			
1st Edition Neo Genesis Se	t 250.00	243.75	27.00
1st Edition Booster Box	95.00	95.00	95.00

NEO GENESIS 1ST ED. (111 cards)	
1st Edition Neo Genesis Set 250.00 243.75 22	
	5.00
	3.10
	1.00
	0.00
	7.50
	1.75
Unlimited Booster Pack 3.30 3.30	3.00
	3.90
	2.00
	0.70
	0.15
	0.10
	0.50
	0.15
	0.10 L OW
	5.00
	1,50
	5.00
	5.00
	2.90
	3.00
	1.80
	1.80
	2.00
	1.80
	6.00
	6.00
	1.50
	5.00
Jumpluff F 6.30 5.00	5.00
	5.00
	1.00
	2.00
	1.80
	6.00
Meganium Lv. 57 F 9.20 6.30 6 Metal Energy F 6.00 6.00 5	6.00
	5.30
	2.00
	1.80
	2.40
	5.00
	5.30
	2.60
	5.30
	2.00
Time Capsule R 3.00 2.90	1.50
	6.20
Typhlosion Lv. 55 F 10.75 9.00	8.00
Typhlosion Lv. 57 F 10.75 9.00	8.00

1st Ed. Neo Discovery Set 195.00 185.00 174.00
1st Edition Booster Box 93:50 87.00 81.25
1st Edition Booster Pack 4.60 3.50 3.00
Neo Discovery Starter Box 87.00 80.00 75.50
Neo Discovery Theme Deck 10.00 9.70 9.10
Unlim. Neo Discovery Set 140.25 125.00 122.50
Ale and Habita areas from several

Unlimited Booster Box	85.00	75.00	70.25
Unlimited Booster Pack	3.20	3.00	2.90
Unlimited Holofoil Card (F)	5.00	5.00	3.90
Unlimited Rare Card	2.50	2.00	2.00
Unlimited Uncommon Card	1.00	1.00	0.70
Unlimited Common Card	0.25	0.25	0.15
1st Ed. Uncommon Card	0.80	0.50	0.50
1st Ed. Common Card	0.25	0.25	0.15
CARD NAME RAI	R UPR	MED	LOW
Beedrill R	3.00	3.00	2.00
Butterfree R	3.00	2.50▼	2.00
Espeon F	7.30	6.00	5.00
Espeon R	3.00	3.00	2.50
Forretress F	7.00	5.00	5.00
Forretress R	3.00	2.50▼	2.00
Hitmontop F	7.00	5.00	5.00
Hitmontop R	3.00	2.50▼	2.00
Houndoom F	9.60		6.00
Houndoom R	3.10	3.00	2.00
Houndour F	9.20	6.00▼	5.00
Houndour R	3.00	2.50▼	
Kabutops F	6.50	5.00	4.80
Kabutops R	3.00	2.50▼	
Magnemite F	7.00	5.00	5.00
Magnemite R	3.00	2.50	
Politoed F	7.80	6.50	5.30
Politoed R	3.00	2.50	
Poliwrath F	7.50	6.00	5.00
Poliwrath - R	3.00	2.50	
Scizor F	9.60	7.30	6.00
Scizor R	3.50	3.00	2.00
Smeargle F	6.90	5.00	5.00
Smeargle R	3.00	2.50	
Tyranitar F	11.25	10.00	7.00
Tyranitar R	3.40	3.00	2.80
Umbreon F	8.40	7.50	6.30
Umbreon R	3.00	3.00	2.50
Unown A F	8.80	6.00	5.50
Unown A R	3.00	3.00	2.00
Ursaring F	7.50	6.00	5.30
Ursaning R	3.00	2.50	
Wobbuffet F	7.50	6.00	5.30
Wobbuffet R	3.00	2.50	
Yanma F	6.50	5.00	4.80
Yanma R	3.00	2.50	
NEO REVELATION 18	T ED. (6	6 cards	

NEO REVELATION 1ST	ED. (6	6 cards)	
1st Edition Neo Rev. Set 18	83.75	175.00	67.00
1st Edition Booster Box	93.75	89.50	82.25
1st Edition Booster Pack	3.80	3.00	3.00
Unlim Neo Revelation Set 1		165.00	
	88.00	85.00	82.00
Unlim Booster Pack	3.30	3.20	3.00
Unlim Holofoil Card (F)	6.00	5.00	4.50
Unlim Rare Card	3.30	2.50	2.00
Unlim Uncommon Card	1.00	0.80	0.60
Unlim Common Card	0.25	0.20	0.20
1st Ed. Uncommon Card	0.80	0.50	0.50
1st Ed. Common Card	0.25	0.25	0.15
CARD NAME RAR		MED	LOW
Aerodactyl R	4.30	3.00	2.00
Ampharos F	8.60	6.00	5.00
Blissey F	8.70		5.00
Celebi F	9.00	8.00	6.00
Celebi R	3.70	3.00	2.00
Crobat F	8.60	7.00	5.00
Delibird F	8.60	6.00	5.00
	10.00	8.00	5.80
Entei R	3.70	3.00	2.00
	12.00		8.00
Ho-oh R	4.00		2.80
	10.00	9.00	5.50
Jumpluff F	8.10	6.50	5.00
Kingdra R	3.30	3.00	2.00
Lugia R	4.50	3.00	2.80
Magneton F	7.00		5.00
Misdreavus F	8.60	6.00	5.00
Porygon2 F	8.50	6.00	5.00
Raichu R	4.80		2.00
	10.00	9.00	6.00
Raikou R	4.00	3.00	2.80
	13.00	11.75	10.00
	14.00	11.75	10.00
Skarmory R	3.20	3.00	2.00
Sneasel R	3.20	3.00	2.00
Starmie R	3.20	3.00	2.00
Sudowoodo R	3.20	3.00	2.00
Suicune F	9.60	8.30	5.80
Suicune R	3.20	3.00	2.80
NEO OESTINY 1ST ED	/112	April 1	
1st Edition Neo Destiny Set 3			24.00

NEO DESTINY 1ST ED. (113	cards)	
1st Edition Neo Destiny Set 350.00 3	340.00	331.00
1st Edition Booster Box 113.75	95.00	90.50
1st Edition Booster Pack 3.90	3.00	3.00
Neo Destiny Theme Deck 10.00	10.00	9.50
Unlimited Neo Destiny Set 305.002	285.00	264.50
Unlimited Booster Box 86.50	85.00	78.25
Unlimited Booster Pack 3.20	3.00	3.00
Unlimited Holofoil Card (F) 5.00		3.90
Unlimited Rare Card 2.50		2.00
Unlimited Uncommon Card 0.80		0.50
Unlimited Common Card 0.25		0.15
1st Ed. Uncommon Card 1.00	0.50	0.50
1st Ed. Common Card 0.25	0.25	0.25
CARD NAME RAR UPR	MED	LOW
Broken Ground Gym R 3.00	2.00	
Dark Ampharos F 8.00	6.90	5.30
Dark Ariados R 3.00	2.904	
Dark Crobat F 8.00	6.90	
Dark Donphan F 8.00	7.80	5.50

3.00 5.90 5.90 3.00 6.10 3.00 3.00 3.00 3.00 5.90 6.40 2.00 5.00 5.00 2.10 5.00 2.40 7.00 2.40 5.00 5.00 5.00 1.70 3.00 3.00 1.70 3.00 1.70 1.70 1.50 4.50 4.00

Scoop Up Scyther Snorlax Super Energy Removal Venomoth Venusaur

Victreebel Wigglytuff Zapdos

Pokémon





Arbok (#3)

F 8.00 7.80 7.10

Dark Feraligtr	F	9.50	6.90	5.30
Dark Gengar	F	8.00	7.80	5.50
Dark Houndoom	F	8.50	7.80	5.50
Dark Magcargo	R	3.00	2.90	2.00
Dark Omastar	R	3.00	2.90	2.00
Dark Porygon2	F	8.00	6.90	5.30
Dark Scizor	F	10.50	7.80	5.50
Dark Slowking	R	3.00	2.90	2.00
Dark Typhlosion	F	9.50	6.90	6.00
Dark Tyranitar	F	11.50	7.80	6.00
Dark Úrsaring	R	3.00	2.90	2.00
EXP. ALL	R	3.00	2.50	2.00
Impostor Professor Oak	's li	rvention	1	
	R	3.00	2.00	2.00
Light Arcanine	F	10.25	7.90	6.50
Light Azumarill	F	9.50		5.50
Light Dragonair	R	3.00	2.90	2.00
Light Dragonite	F	9.50		6.50
Light Lanturn	R	3.00		2.00
Light Ledian	R	3.00		2.00
Light Machamp	R	3.00		2.00
Light Piloswine	R	3.00		2.00
Light Togetic	F	8.00		5.50
Miracle Energy	F	7.90	7.00	5.00
Radio Tower	R	3.00	2.00	2.00
Shining Celebi	F	14.50	12.00	11.75
Shining Charizard	F	16.50	15.00	9.40
Shining Kabutops	F	11.50	10.00	7.40
Shining Mewtwo	F	14.00	12.00	9.40
Shining Noctowl	F	14.50	10.00	7.40
Shining Raichu	F	14.50	11.75 11.75	8.50 8.50
Shining Steelix	F	13.50 16.00	12.00	10.75
Shining Tyranitar Thought Wave Machine		3.00	2.00	2.00
	R	3.00		2.00
Unown [G]	R	3.00	2.90	2.00
Unown [H] Unown [W]	R	3.00	2.90	2.00
OHOWII W	P	0.00	2.50	2.00

Snining Iyraniar F 16.00 2.00	Shining Steelix	F	13.50	11.75	8.50	
Unown G R 3.00 2.90 2.00 Unown G R 3.00 2.90 2.00 Unown W R 3.00 2.90 Unown W R 3.00 2.00 Unown W R 3.00 2.00 2.00 2.00 2.00 Unown W R 3.00 2.00 Unown W R 4.00 2.00 2.00 Unown W R 4.00 2.00 Unown W R 4.00 2.00 Unown W R 4.00 2.00 Unown W R	Shining Tyranitar	F	16.00	12.00	10.75	
Unown II						
Unown W						
Unown [X]						
Legendary Collection Set 240.50 210.00 197.50 Reverse Holfoid Set 275.00 250.00 226.50 Set						
Legendary Collection Set Reverse Holforia Set 275.00 250.00 275.00 286.00 Reverse Holforia Set 375.00 250.00 276.50 286.00 Reverse Holforia Set 375.00 250.00 276.50 360.00 800ster Pack 3.30 3.00 2.60 360.00 80.00 80.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 9.00 80.00 8		FOT		0 cards)		
Reverse Holofoil Set 275,00 250,00 226.50						
Booster Pack 38.75 85.00			275.00 2			
Thems Deck 10.00 9.50 8.80 Uncommon Card 0.25 0.20 0.10 Rev. Rare Card 5.40 5.00 3.00 Rev. Common Card 2.00 2.00 1.80 Rev. Common Card 2.00 2.00 1.80 Rev. Common Card 2.00 2.00 1.80 Rev. Common Card 2.00 2.00 2.00 1.80 Rev. Common Card 2.00 2.				85.00		
Uncommon Card						
Common Card S.40 S.00 3.00 Rev. Uncommon Card S.40 S.00 3.00 Rev. Common Card S.40 S.00 3.00 Rev. Common Card S.40 S.00 3.00 Rev. Common Card S.40 S.00 S.00 S.00 Rev. Common Card S.40 S.00 S.00 Rev. Common Card S.40 S.00 S.00 Rev. Common Card S.40 S.00						
Rev. Rare Card 2.00 2.00 3.00 Rev. Uncommon Card 2.00 2.00 1.80 1.00						
Rev. Uncommon Card 2.00 2.00 1.80 Rev. Common Card 1.00 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.50 0.70 0.70 0.50 0.70 0.						
Rev Common Card Rev Common						
REVERSE FOIL CARDS RAR UPR MED LOW Alakazam Lv. 42 F 12.00 9.00 6.00 Articuno Lv. 35 F 13.00 9.00 6.00 Charizard Lv. 76 F 34.00 27.00 20.00 Dark Plastosice Lv. 28 F 20.00 18.00 8.00 Dark Dragonite Lv. 33 F 14.00 9.00 6.00 Dark Plastosice Lv. 28 F 12.00 9.00 6.00 Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Rajont Lv. 27 F 12.00 9.00 6.00 Dark Slowbro Lv. 27 F 12.00 9.00 6.00 Dark Slowbro Lv. 28 F 12.00 9.00 6.00 Gargara Lv. 38 F 15.00 9.00 6.00 Gengar Lv. 38 F 15.00 9.00 6.00 Hitmoniee Lv. 30 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 35 F 8.00 6.00 5.00 Dark Paricul Lv. 35 F 8.00 6.00 5.00 Dark Paricul Lv. 35 F 8.00 6.00 5.00 Dark Paricul Lv. 36 F 6.00 6.00 5.00 Dark Paricul Lv. 38 F 6.00 6.00 5.00 Dark Pari						
Alakazam Lv. 42 F 12.00 9.00 6.00 Articuno Lv. 35 F 13.00 9.00 6.00 Charkard Lv. 76 F 13.00 9.00 6.00 Articuno Lv. 35 F 13.00 9.00 6.00 Dark Blastoise Lv. 28 F 20.00 9.00 6.00 Dark Persian Lv. 28 F 12.00 9.00 6.00 Dark Alakazam Lv. 27 F 12.00 9.00 6.00 Dark Alakazam Lv. 28 F 12.00 9.00 6.00 Chark Persian Lv. 28 F 12.00 5.00 Chark Persian Lv.		RAR				
Articuno Lv. 35 F 13.00 9.000 6.00 Dark Slastoise Lv. 28 F 20.00 18.00 8.00 Dark Plastoise Lv. 28 F 20.00 18.00 8.00 Dark Plastoise Lv. 28 F 20.00 9.00 6.00 Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Slowbro Lv. 27 F 12.00 9.00 6.00 Plast Plastoise Lv. 28 F 12.00 9.00 6.00 Plast Plastoise Lv. 28 F 12.00 9.00 6.00 Plast Plastoise Lv. 28 F 12.00 9.00 6.00 Plastoise Lv. 29		F	12.00			
Dark Blastoise Lv. 28 F 20.00 18.00 8.00 Dark Dragonite Lv. 28 F 12.00 9.00 6.00 Dark Presian Lv. 28 F 12.00 9.00 6.00 Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Kaporeon Lv. 28 F 12.00 9.00 6.00 Bareon Lv. 28 F 12.00 9.00 6.00 Gengar Lv. 38 F 12.00 9.00 6.00 Gengar Lv. 38 F 12.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Hitmoniele Lv. 30 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 35 F 12.00 9.00 6.00 Venusuar Lv. 67 F 12.00 9.00 6.00 Venusuar Lv. 67 F 12.00 9.00 6.00 Venusuar Lv. 67 F 12.00 9.00<			13.00	9.00 4		
Dark Dragonite Lv. 33 F 14.00 9.00 6.00 Dark Persian Lv. 28 F 12.00 9.00 6.00 Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Raichu Lv. 28 F 12.00 9.00 6.00 Dark Vaporeon Lv. 28 F 12.00 9.00 6.00 Dark Vaporeon Lv. 28 F 12.00 9.00 6.00 Gengar Lv. 38 F 15.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Oltten Lv. 29 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Minetalis Lv. 32 F 12.00 9.00 6.00 Venusuar Lv. 67 F 12.00 9.00 6.00 Venusuar Lv. 67 F 16.00 15.00 8.00 Vapdos Lv. 64 F 13.50 12.00 6.00 Venusuar Lv. 67 F 6.00 <td< td=""><td></td><td></td><td></td><td></td><td></td><td></td></td<>						
Dark Persian Lv. 28 F 12.00 9.00 6.00 Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Slowbro Lv. 27 F 12.00 9.00 6.00 Dark Vaporeon Lv. 28 F 12.00 9.00 6.00 Bracen Lv. 28 F 12.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Hitmoniee Lv. 30 F 12.00 9.00 6.00 Mocham Lv. 67 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Venusaur Lv. 67 F 12.00 9.00 6.00 Venusaur Lv. 67 F 16.00 15.00 8.00 Zapdos Lv. 64 F 6.00 6.00 5.00 Articuno Lv. 35 F 8.00 6.00 5.00 Bedrill Lv. 32 R 3.00 3.00 2.70 Butterfree Lv. 28 R 3.00 3.00 2.70 Dark Raichu Lv. 31 F 6.00 6.00 5.00 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
Dark Raichu Lv. 31 F 12.00 9.00 6.00 Dark Slowbro Lv. 27 F 12.00 9.00 6.00 Dark Slowbro Lv. 28 F 12.00 9.00 6.00 Barcon Lv. 28 F 12.00 9.00 6.00 Gengar Lv. 38 F 15.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Jolteon Lv. 29 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Venusur Lv. 67 F 12.00 9.00 6.00 Venusur Lv. 67 F 12.00 9.00 6.00 CARD NAME F 12.00 9.00 6.00 Adiaczaru Lv. 64 F 7.00 6.00 5.00 Beadrill Lv. 32 F 8.00 6.00 5.00						
Dark Slowbro Lv. 27 F 12.00 9.00 6.00 Dark Vaporeon Lv. 28 F 12.00 9.00 6.00 Braech Lv. 28 F 12.00 9.00 6.00 Gergar Lv. 38 F 15.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Hitmonies Lv. 30 F 12.00 9.00 6.00 Jolteon Lv. 29 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Ninetalis Lv. 32 F 12.00 9.00 6.00 Venussur Lv. 67 F 16.00 15.00 8.00 Zapos Lv. 64 F 13.50 12.00 8.00 Articuno Lv. 35 F 8.00 6.00 5.00 Alakazara Lv. 42 F 6.00 5.00 5.00 Bedrill Lv. 32 F 8.00 6.00 5.00 Aritcuno Lv. 76 F 7.00 6.00 <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td></t<>						
Dark Vaporeon Lv. 28 F 12.00 9.00 6.00 Rareon Lv. 28 F 12.00 9.00 6.00 Gengar Lv. 38 F 15.00 9.00 6.00 Gyarados Lv. 41 F 12.00 9.00 6.00 Hitmonlee Lv. 30 F 12.00 9.00 6.00 Molten Lv. 29 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Ninetails Lv. 32 F 12.00 9.00 6.00 Venusur Lv. 67 F 18.00 9.00 6.00 Zapdos Lv. 64 F 13.50 12.00 6.00 Alakazaru Lv. 42 F 6.00 6.00 5.00 Beedrill Lv. 35 F 8.00 6.00 5.00 Betterfree Lv. 28 F 10.00 8.00 2.70 Charizard Lv. 76 F 20.00 15.00 3.00 Dark Dragonite Lv. 31 F 6.00 6.00						
Rareon Lv. 28						
Gengar Lv. 38			12.00			
Gyarandos Lv. 41 F 12.00 9.00 6.00 Hitmonlee Lv. 30 F 12.00 9.00 6.00 Jotteen Lv. 29 F 12.00 9.00 6.00 Machamp Lv. 67 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Ninetails Lv. 32 F 12.00 9.00 6.00 Venusaur Lv. 67 F 13.50 12.00 6.00 CARD NAME F 13.50 12.00 6.00 Arlicuno Lv. 35 F 8.00 6.00 5.00 Beedrill Lv. 32 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 15.00 13.50 Dark Blastoise Lv. 28 F 10.00 8.00 5.00 Dark Robovito Lv. 27 F 6.00 6.00 5.00 Dark Rajout Lv. 31 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00 <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
Jolteon Lv. 29 F 12.00 9.00 6.00 Machamp Lv. 67 F 12.00 9.00 6.00 Mulk Lv. 34 F 12.00 9.00 6.00 Ninetalis Lv. 32 F 12.00 9.00 6.00 Ninetalis Lv. 32 F 12.00 9.00 6.00 S.00 S.00 S.00 S.00 S.00 S.00 S			12.00	9.00	6.00	
Machamp Lv. 67 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Muk Lv. 34 F 12.00 9.00 6.00 Minetalis Lv. 32 F 12.00 9.00 6.00 Zapdos Lv. 64 F 15.50 12.00 6.00 CARD NAME RAR UPR MED LOW Articuno Lv. 35 F 8.00 6.00 5.00 Beedrill Lv. 32 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 15.00 15.00 Dark Dragonite Lv. 28 F 10.00 6.00 5.00 Dark Blastoise Lv. 28 F 10.00 6.00 5.00 Dark Dragonite Lv. 28 F 6.00 6.00 5.00 Dark Richu Lv. 31 F 6.00 6.00 5.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00	Hitmonlee Lv. 30			9.00		
Muk Lv. 34 F 12.00 9.00 6.00 Ninetalis Lv. 32 F 12.00 9.00 6.00 Venusaur Lv. 67 F 12.00 9.00 6.00 Supulse Lv. 64 F 13.50 12.00 6.00 CARD NAME RATE LV. 42 F 6.00 6.00 5.00 Articuno Lv. 35 F 8.00 6.00 5.00 Articuno Lv. 35 F 8.00 6.00 5.00 Supulseriree Lv. 28 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 15.00 13.50 Dark Plersian Lv. 28 F 6.00 6.00 5.00 Dark Plession Lv. 28 F 6.00 6.00 5.00 Dark Rogorite Lv. 31 F 6.30 6.00 5.00 Dark Rogorite Lv. 32 F 6.00 6.00 5.00 Dark Rogorite Lv. 31 F 6.30 6.00 5.00 Dark Rogorite Lv. 32 F 6.30 6.00 5.00 Sangular Lv. 35 F 6.30 3.00 2.70 Exeggutor Lv. 35 F 3.00 3.00 2.70 Exeggutor Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Ninetails Lv. 32						
Venusaur Lv. 67						
Zapdos Lv. 64						
CARD INAME RAR VIPR MED LOW Alakazam L.v. 42 F 6.00 5.00 5.00 Ardicumo Lv. 35 F 8.00 6.00 5.00 Beedrill Lv. 32 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 15.00 13.50 Dark Dissorise Lv. 28 F 10.75 10.00 8.00 Dark Dragonite Lv. 28 F 6.00 6.00 5.00 Dark Raichu Lv. 31 F 6.00 6.00 5.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Betchrode Lv. 42 R 3.00 3.00 2.70 Electrode Lv. 28 R 3.00 3.00 2.70 Raren Lv. 28 F 7.50 6.00 5.00						
Articuno Lv. 35 F 8.00 6.00 5.00 Beedrill Lv. 32 R 3.00 3.00 2.70 Sutterfree Lv. 28 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 15.00 13.50 Dark Blastose Lv. 28 F 8.00 6.00 5.00 Dark Dragonite Lv. 23 F 8.00 6.00 5.00 Dark Raichu Lv. 21 F 6.00 6.00 5.00 Dark Raichu Lv. 21 F 6.00 6.00 5.00 Dark Vaporeon Lv. 29 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 25 R 3.00 3.00 2.70 Fatareon Lv. 28 F 7.50 6.00 5.00		RAF				
Beedrill Lv. 32						
Butterfree Lv. 28 R 3.00 3.00 2.70 Charizard Lv. 76 F 20.00 3.00 2.70 Charizard Lv. 76 F 20.00 3.00 8.00 Bark Blastoise Lv. 28 F 10.75 10.00 8.00 Bark Parsian Lv. 28 F 6.00 6.00 5.00 Dark Raichu Lv. 31 F 6.00 6.00 6.00 Dark Najoreon Lv. 27 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 25 R 3.00 3.00 2.70 Hareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 28 F 7.50 6.00 5.00						
Charizard Lv. 76 F 20.00 15.00 13.50 Dark Blastoise Lv. 28 F 10.75 10.00 8.00 Dark Persian Lv. 28 F 8.00 6.00 5.00 Dark Raichu Lv. 31 F 6.00 6.00 6.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 25 R 3.00 3.00 2.70 Faren Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Dark Blastoise Lv. 28 F 10.75 10.00 8.00 Dark Dragonite Lv. 28 F 6.00 6.00 5.00 Dark Persian Lv. 28 F 6.00 6.00 5.00 Dark Raichu Lv. 31 F 6.30 6.00 6.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 35 R 3.00 3.00 2.70 Hareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Dark Dragonite Lv. 23 F 8.00 6.00 5.00 Dark Persian Lv. 24 F 6.00 6.00 5.00 Dark Raichu Lv. 21 F 6.00 6.00 6.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 3.00 2.70 Exeggutor Lv. 25 R 3.00 3.00 2.70 Hareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 88 F 7.50 6.00 5.00						
Dark Persian Lv. 28 F 6.00 6.00 5.00 Dark Raichu Lv. 31 F 6.30 6.00 5.00 Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Eveggutor Lv. 35 R 3.00 3.00 2.70 Flareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 88 F 7.50 6.00 5.00						
Dark Slowbro Lv. 27 F 6.00 6.00 5.00 Dark Vaporeon Lv. 28 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 25 R 3.00 3.00 2.70 Hareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 88 F 7.50 6.00 5.00						
Dark Vaporeon Lv. 28 F 6.00 6.00 5.00 Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 35 R 3.00 3.00 2.70 Fareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Electrode Lv. 42 R 3.00 3.00 2.70 Exeggutor Lv. 35 R 3.00 3.00 2.70 Flareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Exeggutor Lv. 35 R 3.00 3.00 2.70 Flareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Flareon Lv. 28 F 7.50 6.00 5.00 Gengar Lv. 38 F 7.50 6.00 5.00						
Gengar Lv. 38 F 7.50 6.00 5.00						
	4010111 211 00		- 0.00	0.00		

	Ma Va	-	137/16	
C MAINT	19 192	ind .		6
Gyarados Lv. 41	F	6.00	6.00	5.00
Hitmonlee Lv. 30 Hypno Lv. 36	F	6.00 3.00	6.00 3.00	5.00
Jolteon Lv. 29	F	7.50	6.00	5.00
Jynx Lv. 23	R	3.00	3.00	2.70
Kabutops Lv. 30	R	3.00	3.00	2.70
Machamp Lv. 67 Magneton Lv. 35	F R	6.00 3.00	6.00 3.00	5.00
Mewtwo Lv. 30	R	3.00	3.00	2.70
Moltres Lv. 35	R	3.00	3.00	2.70
Muk Lv. 34	F R	6.00 3.00	6.00 3.00	5.00
Nidoking Lv. 48 Nidoqueen Lv. 43	R	3.00	3.00	2.70
Ninetails Lv. 32	F	6.00	6.00	5.00
Pidgeot Lv. 40	R	3.00	3.00	2.70
Pidgeotto Lv. 36 Pokemon Breeder	R R	3.00	3.00	2.70
Pokemon Trader	R	3.00	3.00	2.70
Rhydon Lv. 48	R	3.00	3.00	2.70
Scoop Up •	R	3.00 9.50	3.00	2.70
Venusaur Lv. 67 Zapdos Lv. 64	F	7.70	8.50 6.60	7.30 5.80
EXPEDITI	ON /1			
Expedition Set			213.75	212.00
Expedition Parallel Foil		107.503	380.00	350.00
Expedition Booster Bo		85.00 11.00	85.00 10.00	9.50
Expedition Theme Dec Expedition Booster Pa		3.50	3.30	2.90
Uncommon card		1.00	1.00	0.50
Common card		0.25	0.25	0.20
Energy card Parallel Foil Rare card		6.00	0.10 6.00	0.10 5.00

R 3.00 2.50 R 3.00 2.90	2.00	Venusaur Lv. 67 F 9.50 8.50 Zapdos Lv. 64 F 7.70 6.60	7.30 5.80
R 3.00 2.90	2.00	EXPEDITION (165 cards)	
F 8.00 7.80	5.50	Expedition Set 219.50 213.75 2	12.00
F 7.90 7.00 R 3.00 2.00	5.00 2.00	Expedition Parallel Foil Set 407.50 380.00 3	
F 14.50 12.00	11.75	Expedition Booster Box 85.00 85.00	84.00
F 16.50 15.00	9.40	Expedition Theme Deck 11.00 10.00	9.50
F 11.50 10.00	7.40	Expedition Booster Pack 3.50 3.30	2.90
F 14.00 12.00	9.40	Uncommon card 1.00 1.00 Common card 0.25 0.25	0.50 0.20
F 14.50 10.00	7.40	Common card 0.25 0.25 Energy card 0.10 0.10	0.20
F 14.50 11.75 F 13.50 11.75	8.50 8.50	Parallel Foil Rare card 6.00 6.00	5.00
F 16.00 12.00	10.75	Parallel Foil Uncommon card 3.00 3.00	2.00
R 3.00 2.00	2.00	Parallel Foil Common card 1.00 1.00	1.00
R 3.00 2.90	2.00	Parallel Foil Energy card 1.00 0.80	0.45 LOW
R 3.00 2.90	2.00	PARALLEL FOIL CARDS RAR UPR MED Alakazam (#1) F 12.75 11.75	10.50
R 3.00 2.90 R 3.00 2.90	2.00	Ampharos (#2) F 12.75 10.00	7.90
	_	Arbok (#3) F 12.75 10.00	7.90
LECTION (110 card		Blastoise (#4) F 16.25 13.25	10.50
et 240.50 210.00		Blastoise (#36) R 8.00 8.00	6.00
275.00 250.00 88.75 85.00	85.00	Blastoise (#37) R 8.00 6.00 Butterfree (#5) F 12.75 10.00	5.00 7.90
3.30 3.00	2.60	Charizard (#6) F 29.75 19.75	10.50
10.00 9.50	8.80	Charizard (#39) R 14.00 8.00	6.00
0.90 0.80	- 0.70	Charizard (#40) R 14.00 6.00	5.00
0.25 0.20	0.10	Clefable (#7) F 12.75 10.00 Cloyster (#8) F 12.75 10.00	7.90
5.40 5.00 2.00 2.00	3.00 1.80	Cloyster (#8) F 12.75 10.00 Dragonite (#9) F 14.00 11.75	7.90 10.50
1.00 0.70	0.50	Dugtrio (#10) F 12.75 10.00	7.90
RAR UPR MED		Fearow (#11) F 12.75 10.00	7.90
F 12.00 9.00	6.00	Feraligatr (#12) F 16.25 12.25	9.10
F 13.00 9.00		Feraligatr (#46) R 8.00 6.00	6.00
F 34.00 27.00 F 20.00 18.00	20.00	Feraligatr (#47) R 8.00 6.00 Gengar (#13) F 14.00 10.00	6.00 7.90
F 14.00 9.00	6.00	Golem (#14) F 12.75 10.00	7.90
F 12.00 9.00	6.00	Kingler (#15) F 14.00 10.00	7.90
F 12.00 9.00	6.00	Machamp (#16) F 12.75 10.00	7.90
F 12.00 9.00		Magby (#17) F 14.00 10.00 Meganium (#18) F 14.75 10.50	7.90 7.90
F 12.00 9.00 F 12.00 9.00	6.00	Meganium (#18) F 14.75 10.50 Mew (#19) F 17.00 12.00	7.90
F 15.00 9.00	6.00	Mew (#15) R 8.00 6.00	5.00
F 12.00 9.00	6.00	Mewtwo (#20) F 16.00 10.50	7.90
F 12.00 9.00	6.00	Ninetales (#21) F 12.75 10.00	7.90
F 12.00 9.00 F 12.00 9.00	6.00	Pichu (#22) F 15.00 11.50 Pichu (#58) R 8.00 6.00	7.90 5.00
F 12.00 9.00 F 12.00 9.00	6.00	Pichu (#58) R 8.00 6.00 Pidgeot (#23) F 12.75 10.00	7.90
F 12.00 9.00	6.00	Poliwrath (#24) F 12.75 10.00	7.90
F 16.00 15.00	8.00	Raichu (#25) F 14.25 11.00	7.90
F 13.50 12.00		Rapidash (#26) F 14.25 11.00 Skarmory (#27) F 14.25 12.75	7.90 10.50
F 6.00 6.00		Skarmory (#27) F 14.25 12,75 Skarmory (#63) R 8.00 7.00	6.00
F 8.00 6.00		Typhlosion (#28) F 16.25 13.25	10.50
R 3.00 3.00	2.70	Typhlosion (#64) R 8.00 8.00	6.00
R 3.00 3.00		Typhlosion (#65) R 8.00 8.00	6.00
F 20.00 15.00 F 10.75 10.00	13.50	Tyranitar (#29) F 17.00 12.00 Tyranitar (#66) R 8.00 6.00	7.90 5.00
F 10.75 10.00 F 8.00 6.00	8.00 5.00	Tyranitar (#66) R 8.00 6.00 Venusaur (#30) F 17.00 13.75	10.50
F 6.00 6.00	5.00	Venusaur (#67) R 8.00 6.00	6.00
F 6.30 6.00	6.00	Venusaur (#68) R 8.00 6.00	6.00
F 6.00 6.00	5.00	Vileplume (#31) F 12.75 10.00	7.90
F 6.00 6.00	5.00	Weezing (#32) F 12.75 10.00 CARD NAME RAR UPR MED	7.90 LOW
R 3.00 3.00 R 3.00 3.00	2.70 2.70	CARD NAME RAR UPR MED Alakazam (#1) F 8.00 7.60	6.00
F 7.50 6.00	5.00	Alakazam (#33) R 7.60 6.00	4.30
F 7.50 6.00	5.00	Ampharos (#2) F 8.00 7.60	6.00
R 3.00 3.00	2.70	Ampharos (#34) R 6.40 6.00	4.30
Far agent	loto e	and chacklists soo the Co	

	Arbok (#3) Arbok (#35)	R	6.30	5.50	4.30
	Blastoise (#4)	F	10.25	10.00	8.00
١	Blastoise (#36)	R	10.00	7.80	5.30 3.00
١	Blastoise (#37) Butterfree (#5)	R F	8.50 8.00	5.40 7.60	6.80
١	Butterfree (#38)	R	6.30 16.25	6.00	4.30
ı	Charizard (#6)	F	16.25	15.00	11.00
ı	Charizard (#39) Charizard (#40)	R R	12.75 15.00	9.80	5.80 5.00
	Clefable (#7)	F	7.70	7.30	6.00
ı	Clefable (#41)	R	6.30	5.50	4.30
١	Cloyster (#8) Cloyster (#42)	F R	7.70 6.00	6.80 5.50	6.00 4.30
l	Darkness Energy	R	7.30	5.50	4.90
ı	Dragonite (#9)	F	7.70 7.20 7.70	7 00	6.00
ı	Dragonite (#43)	R	7.20	6.50 7.30 5.50	4.50
ı	Dugtrio (#10) Duotrio (#44)	F R	6.20	5.50	6.00 4.30
ı	Dugtrio (#44) Fearow (#11)	F	6.20 7.70	6.80	6.00
ı	Fearow (#45)	R	6.00	4.90	4.10
Ì	Feraligatr (#12) Feraligatr (#46)	F R	8.50 8.20	7.80 6.50	6.80 4.50
ı	Feraligatr (#47)	R	8.20	6.50	3.80
ı	Gengar (#13)	F	8.00	7.60	6.00
١	Gengar (#48) Golem (#14)	R F	7.60 7.70	5.50 6.80	4.30 6.00
ı	Golem (#49)	Ŕ	6.00	5.50	4.30
ı	Kingler (#15)	F	7.70	5.50 7.30	6.00
ı	Kingler (#50)	R F	7.10 7.70	5.50 7.30	4.30
ı	Machamp (#16) Machamp (#51)	R	6.30	5.00	6.00 4.30
ı	Machamp (#51) Magby (#17)	F	6.30 7.70	7.30	6.00
ı	Magby (#52)	R	7.10	5.40	3.80
١	Meganium (#18) Meganium (#53)	F R	8.30 8.00	7.80 5.40	6.80 4.10
ı	Meganium (#54)	R	8.00	5.40	3.80
ı	Metal Energy	R	7.30	5.50	4.90
ı	Mew (#19) Mew (#55)	F R	10.50	8.00 5.50	7.90 4.30
ı	Mewtwo (#20)	F	8.30	8.00	7.90
١	Mewtwo (#56)	R	8.30	5.50 7.30	4.30
	Ninetales (#21)		8.00	7.30	6.00
	Ninetales (#57) Pichu (#22)	R F	6.30 8.50	5.00 7.80	4.30 7.00
ı	Pichu (#58)	Ŕ	8.00	5.50	4.30
	Pidgeot (#23)	F	8.00	7.30	6.00
	Pidgeot (#59) Poliwrath (#24)	R F	6.00 8.00	5.00 7.60	4.30 6.00
				5.40	4.10
		R	6.30		
	Poliwrath (#60) Raichu (#25)	R F	6.30 8.30	7.80	6.80
	Poliwrath (#60) Raichu (#25) Raichu (#61)	F R	8.30 6.50	7.80	6.80 4.30
	Poliwrath (#60) Raichu (#25) Raichu (#61) Rapidash (#26)	F R F	8.30 6.50	7.80 5.50 7.30	6.80 4.30 6.80
	Poliwrath (#60) Raichu (#25) Raichu (#61) Rapidash (#26) Rapidash (#62)	F R F R	8.30 6.50	7.80 5.50 7.30	6.80 4.30
	Poliwrath (#60) Raichu (#25) Raichu (#61) Rapidash (#26) Rapidash (#62) Skarmory (#27) Skarmory (#63)	F R F R F R	8.30 6.50 8.00 6.30 8.30 7.20	7.80 5.50 7.30 5.00 7.30 6.00	6.80 4.30 6.80 4.30 6.00 4.50
	Poliwrath (#60) Raichu (#25) Raichu (#61) Rapidash (#26) Rapidash (#62) Skarmory (#27) Skarmory (#63) Typhlosion (#28)	F R F R F R F	8.30 6.50 8.00 6.30 8.30 7.20 10.00	7.80 5.50 7.30 5.00 7.30 6.00 8.00	6.80 4.30 6.80 4.30 6.00 4.50 7.50
	Poliwrath (#60) Raichu (#25) Raichu (#51) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#64)	F R F R F R R	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80
	Poliwrath (#60) Raichu (#25) Raichu (#61) Rapidash (#62) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29)	F R F R F R F R F	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 10.25	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 8.00	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50
	Polivrath (#60) Raichu (#61) Raichu (#61) Rapidash (#61) Rapidash (#62) Skarmony (#62) Skyrmony (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66)	F R F R F R F R	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 10.25 7.30	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 8.00 5.40	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50 4.10
	Polivrath (#60) Raichu (#61) Raichu (#61) Rapidash (#61) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#64) Typhlosion (#69) Tyranitar (#69) Venusaur (#60) Venusaur (#67)	F R F R F R F R F R F R	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 10.25 7.30 8.50	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 5.40 7.80	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50
	Poliwrath (#60) Raichu (#61) Raichu (#61) Rapidash (#61) Rapidash (#62) Skarmory (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Venusaur (#60) Venusaur (#67) Venusaur (#68)	F R F R F R F R F R F R F	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 10.25 7.30 8.50	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 5.40 7.80	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50 4.10 6.80 4.50 4.50
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#66) Tyranitar (#66) Venusaur (#67) Venusaur (#68) Vileplume (#31)	FRFRFRFRFRFRF	8.30 6.50 8.00 6.30 7.20 10.00 8.50 8.50 10.25 7.30 8.50 7.70 7.70	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 8.00 5.40 7.80 6.50 7.30	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50 4.10 6.80 4.50 4.50 6.00
	Poliwrath (#60) Raichu (#61) Raichu (#61) Rapidash (#61) Rapidash (#62) Skarmory (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Venusaur (#60) Venusaur (#67) Venusaur (#68)	FR F	8.30 6.50 8.00 6.30 7.20 10.00 8.50 8.50 7.70 7.70 7.70 6.30 7.70	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 8.00 5.40 7.80 6.50 6.50 7.30 5.00 6.80	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50 4.10 6.80 4.50 4.50
	Polivrath (#60) Raichu (#61) Raichu (#61) Rapidash (#61) Rapidash (#62) Skarmory (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#64) Typhlosion (#64) Tyranitar (#66) Venusaur (#30) Venusaur (#67) Venusaur (#68) Vileplume (#63)	FRFRFRFRFRFR	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 10.25 7.30 8.50	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 5.40 7.80 6.50 6.50 7.30 5.00	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 7.50 4.10 6.80 4.50 4.50 4.50 4.30
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#26) Rapidash (#26) Rapidash (#26) Rapidash (#27) Rapidash (#27) Skarmory (#27) Skarmory (#28) Typhlosion (#28) Typhlosion (#28) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Tyranitar (#30) Venusaur (#30) Venusaur (#30) Venusaur (#68) Vileplume (#31) Vileplume (#69) Weezing (#32)	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 7.30 8.50 7.70 7.70 6.30 7.70 6.00	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 7.80 6.50 6.50 7.30 5.00 6.80 4.90	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.30 6.00 4.10
	Polivrath (#60) Raichu (#25) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Venusaur (#30) Venusaur (#88) Vileplume (#89) Weezing (#32) Weezing (#32) Weezing (#70) Auguspilis Set	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 8.50 7.70 7.70 7.70 6.30 7.70 6.00	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 6.80 6.50 7.80 6.50 6.50 6.80 4.90	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.30 6.00 4.10
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#25) Raichu (#21) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#66) Tyranitar (#67) Venusaur (#67) Venusaur (#68) Venusaur (#68) Weezing (#32) Weezing (#70) AQUAPOL	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 7.30 8.50 7.70 6.30 7.70 6.30 7.70 6.30	7.80 5.50 7.30 5.00 7.30 6.00 8.00 6.80 6.80 6.50 6.50 7.30 6.50 6.50 7.30 6.50 7.30 6.50 7.30	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 3.80 7.50 4.10 6.80 4.50 4.50 4.30 6.00 4.10
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#26) Raichu (#26) Rapidash (#26) Rapidash (#26) Rapidash (#26) Skarmory (#27) Skarmory (#27) Skarmory (#28) Typhlosion (#28) Typhlosion (#28) Typhlosion (#65) Tyranitar (#26) Tyranitar (#26) Venusaur (#30) Venusaur (#30) Venusaur (#30) Venusaur (#68) Vileplume (#31) Vileplume (#31) Vileplume (#32) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Starter Box	FRFRFRFRFRFRSet(8.30 6.50 8.00 6.30 6.30 7.20 10.00 8.50 7.70 7.70 7.70 6.30 7.70 6.30 7.70 6.40 8617.00: 154 card 489.50	7.80 5.50 7.30 6.00 8.00 6.80 6.80 6.50 7.30 6.80 6.50 7.30 6.80 6.50 7.30 6.80 4.90 8.00	6.80 4.30 6.80 4.30 6.00 4.50 7.50 4.50 4.10 6.80 4.50 4.50 4.30 6.00 4.10 389.00
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#26) Raichu (#26) Rapidash (#26) Rapidash (#26) Rapidash (#26) Rapidash (#27) Rapidash (#27) Skarmory (#27) Skarmory (#28) Typhlosion (#28) Typhlosion (#28) Typhlosion (#45) Typhlosion (#55) Tyranitar (#29) Tyranitar (#29) Tyranitar (#67) Venusaur (#67) Venusaur (#68) Vilieplume (#31) Vilieplume (#31) Vileplume (#31) Steplume (#31) Vileplume (*31) Vileplume (*31) Vileplume (*31) Vileplume (*31) Vileplume (*31	FRFRFRFRFRFRSet(8.30 6.50 8.00 6.30 7.20 10.00 8.50 7.70 7.70 6.30 7.70 7.70 6.30 7.70 7.70 7.70 7.70 7.70 7.70 7.70 7	7.80 5.50 7.30 6.00 8.00 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.80 4.90 \$\$1,00	6.80 4.30 6.80 4.50 7.50 4.50 4.50 4.50 4.50 4.30 4.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#25) Raichu (#26) Rapidash (#26) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#27) Skarmory (#83) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Venusaur (#66) Venusaur (#67) Venusaur (#68) Vileplume (#31) Vileplume (#69) Weezing (#32) Weezing (#70) Aquapolis Set Aquapolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck	FRFRFRFRFRFRSet(8.30 6.50 8.00 6.30 8.30 7.20 10.00 8.50 7.70 7.70 6.30 7.70 7.70 7.70 7.70 7.70 7.70 7.70 7	7.80 5.50 7.30 6.00 8.00 6.80 8.00 6.80 6.50 7.30 6.50 6.50 7.30 4.90	6.80 4.30 6.00 4.50 4.50 3.80 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#25) Raichu (#21) Rapidash (#26) Rapidash (#626) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#66) Tyranitar (#67) Venusaur (#67) Venusaur (#67) Venusaur (#67) Venusaur (#68) Weezing (#32) Weezing (#32) Weezing (#32) Rauppolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Pack Parallel Foil Uncommo	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 8.00 8.30 7.20 10.00 8.50 7.30 8.50 7.70 7.70 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 7.40 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.3	7.80 5.50 7.30 6.00 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 4.90 81.00 81.00 81.00 82.00 83.00 84.00 85.00 8	6.80 4.30 6.00 4.50 7.50 4.50 3.80 4.50 4.50 6.00 4.10 389.00 396.50 68.75 84.25 10.00 2.00
	Polivrath (#60) Raichu (#25) Raichu (#51) Raichu (#51) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#30) Venusaur (#60) Venusaur (#60) Venusaur (#68) Vileplume (#69) Wezing (#22) Wezing (#22) Wezing (#22) Wezing (#70) AQUAPOL AQuapolis Set Aquapolis Parallel Foil Starter Box Booster Box Tonster Box Booster Box Tonster Box Parallel Foil Uncommon of Agrallel Foil Uncommon farallel Foil Common of Agrallel F	FRFRFRFRFR FR	8.30 6.50 8.00 8.30 7.20 10.00 8.50 7.70 7.70 7.70 6.30 7.70 6.30 7.70 6.30 10.875 10.00 4.30 4.30 4.30 4.30 4.30 4.30 6.30 6.30	7.80 5.50 7.30 6.80 6.80 6.80 6.50 7.30 5.40 7.30 6.50 7.30 6.50 7.30 6.50 7.30 6.50 7.30 5.40 7.80 6.50 7.30 5.40 7.80 6.50 7.30 5.40 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 7.30 7.30 7.30 7.30 7.30 7.30 7.3	6.80 4.30 6.00 4.50 7.50 4.50 7.50 4.10 6.80 4.50 6.00 4.10 389.00 396.50 68.75 10.00 3.00 0.07
	Polivrath (#60) Raichu (#25) Raichu (#51) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Venusaur (#67) Venusaur (#67) Venusaur (#68) Vileplume (#69) Weezing (#70) Aduapolis Sat Aquapolis Sat Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Pack Parallel Foil Uncommon Parallel Foil Common Common Carnos	FRFRFRFRFR FR	8.30 6.50 8.30 7.20 8.50 8.50 10.25 7.70 7.70 6.30 7.70 6.30 7.70 6.30 110.80 110.80 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	7.80 5.50 7.30 6.80 6.80 6.80 6.50 7.30 6.50 6.50 6.50 6.50 6.50 6.50 6.80 4.90 85.00 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6	6.80 4.30 6.00 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4
	Polivrath (#60) Raichu (#52) Raichu (#52) Raichu (#52) Raichu (#53) Raichu (#51) Rapidash (#52) Raichu (#61) Rapidash (#52) Raichu (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#56) Venusaur (#66) Venusaur (#67) Venusaur (#68) Vileplume (#31) Vileplume (#31) Vileplume (#69) Weezing (#32) Weezing (#70) Aquapolis Set Aquapolis Set Aquapolis Parallel Foil Starter Box Dosster Box Theme Deck Booster Pack Parallel Foil Uncommo Parallel Foil Common o Parallel Foil Comm	FRFRFRFRFR FR	8.30 6.50 8.00 8.30 7.20 10.00 8.50 7.70 7.70 7.70 6.30 7.70 6.30 7.70 6.30 10.875 10.00 4.30 4.30 4.30 4.30 4.30 4.30 6.30 6.30	7.80 5.50 7.30 6.80 6.80 6.80 6.50 7.30 5.40 7.30 6.50 7.30 6.50 7.30 6.50 7.30 6.50 7.30 5.40 7.80 6.50 7.30 5.40 7.80 6.50 7.30 5.40 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 6.80 7.30 7.30 7.30 7.30 7.30 7.30 7.30 7.3	6.80 4.30 6.00 4.50 7.50 4.50 7.50 4.10 6.80 4.50 6.00 4.10 389.00 396.50 68.75 10.00 3.00 0.07
	Polivrath (#60) Raichu (#51) Raichu (#51) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#27) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#56) Tyranitar (#56) Venusaur (#68) Venusaur (#67) Venusaur (#68) Venusaur (#67) Stephine (#31) Vileplume (#31) Venusaur (#32) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Booster Pack Parallel Foil Carnos Ampharos Ampharos Apricom Forest Arranine	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 6.30 8.30 7.20 10.00 8.50 8.50 7.30 8.50 7.70 7.70 6.00 8.50 6.00 4.30 4.30 4.30 4.30 4.30 6.80 6.80 6.80	7.80 5.50 7.30 6.80 6.80 6.80 6.50 6.50 6.50 6.80 6.50 6.50 6.50 6.80 6.50 6.50 6.60 6.80 6.50 6.60 6.80 6.50 6.60 6.80 6.60 6.80 6.50 6.60 6.80 6.60 6.80 6.60 6.80 6.60 6.80 6.60 6.6	6.80 4.30 6.80 4.50 7.50 3.80 7.50 6.80 4.50 4.50 6.80 4.10 889.00 388.00 2.00 2.00 6.00 6.00 6.00 6.00
	Polivrath (#60) Raichu (#51) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#52) Raichu (#61) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Tyranitar (#30) Venusaur (#61) Venusaur (#63) Venusaur (#68) Vileplume (#69) Wezing (#72) Wezing (#72) Wezing (#72) Wezing (#72) Starter Box Booster Box Booster Box Booster Box Parallel Foil Common of Pa	FRFRFRFRFRFRFRFRRFRRFRRFRRRRRRRRRRRRRR	8.30 6.50 8.30 6.30 8.30 10.00 8.50 8.50 7.30 7.70 7.70 6.30 8.50 8.50 10.25 7.30 6.30 10.25 10.	7.80 5.50 7.30 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.80 6.80 6.50 6.50 6.50 6.60 6.80 6.60 6.60 6.60 6.60 6.60 6.6	6.80 4.30 4.30 4.50 7.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4
	Polivrath (#60) Raichu (#51) Raichu (#51) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#27) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#56) Tyranitar (#56) Venusaur (#67) Venusaur (#68) Vileplume (#68) Vileplume (#31) Vileplume (#31) Vileplume (#31) Vileplume (#31) Vileplume (#31) Vileplume (#31) Stepton (#32) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Booster Pack Parallel Foil Carnos Ampharos Ampharos Apricom Forest Arroanine	FRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFRFR	8.30 6.50 6.30 8.30 7.20 10.00 8.50 8.50 7.30 8.50 7.70 7.70 6.00 8.50 6.00 4.30 4.30 4.30 4.30 4.30 6.80 6.80 6.80	7.80 5.50 7.30 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.5	6.80 4.30 6.80 4.50 7.50 3.80 7.50 6.80 4.50 4.50 6.80 4.10 889.00 388.00 2.00 2.00 6.00 6.00 6.00 6.00
	Polivrath (#60) Raichu (#25) Raichu (#25) Raichu (#26) Raichu (#26) Rapidash (#26) Rapidash (#26) Rapidash (#26) Rapidash (#27) Rapidash (#28) Iyphlosion (#28) Iyphlosion (#28) Iyphlosion (#65) Iyranitar (#29) Iyranitar (#30) Venusaur (#30) Venusaur (#30) Venusaur (#30) Venusaur (#30) Venusaur (#68) Vileplume (#31) Vileplume (#31) Vileplume (#32) Weezing (#32) Weezing (#32) Weezing (#32) Weezing (#32) Weezing (#32) Roughall (#32) Wezing (#32) Roughall	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 6.30 8.30 10.00 8.50 10.25 7.30 10.25 7.70 7.70 7.70 6.30 7.70 6.30 7.70 6.30 10.85 10.25 10	7.80 5.50 7.30 6.80 6.80 6.80 6.50 7.30 6.50 4.90 6.80 4.90 6.50 1.00 MED 6.10 6.10 6.10 6.10 6.10 6.10 6.10 6.10	6.80 4.30 6.80 4.50 7.50 3.80 7.50 4.10 6.00 4.10 889.00 389.650 3.80 6.00 4.10 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
	Polivrath (#60) Raichu (#52) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Tyranitar (#66) Venusaur (#67) Venusaur (#68) Vileplume (#63) Vileplume (#63) Vileplume (#63) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Parallel Foil Uncommo Parallel Foil Uncommo Parallel Foil Carios Ampharos Apricom Forest Arcarnine Ariadios Azumariil Bellossom Bilssey Barkerses Energy	FRERER RERER	8.30 6.50 6.30 8.30 7.20 10.00 8.50 10.25 7.30 6.30 7.70 6.30 7.70 6.30 7.70 6.30 110.00 4.30 4.30 4.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 5.50 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.5	6.80 4.30 6.80 4.50 4.50 7.50 4.10 6.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	Polivrath (#60) Raichu (#61) Raichu (#62) Raichu (#61) Rapidash (#26) Rapidash (#62) Rapidash (#62) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Tyranitar (#30) Venusaur (#61) Venusaur (#68) Vieplume (#31) Vieplume (#31) Vieplume (#32) Weezing (#70) Aquapoils Set Aquapoils Parallel Foil Starter Box Booster Box Thomasour (#68) Parallel Foil Common of Parallel Foil Com	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.00 8.50 8.50 8.50 7.70 7.70 6.30 8.50 8.50 7.70 6.30 8.50 8.50 10.25 10.2	7.80 7.30 7.30 7.30 6.00 8.00 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.5	6.80 4.30 6.80 4.50 7.50 3.80 7.50 4.50 4.50 4.50 4.50 4.50 4.50 6.00 4.10 389.00 396.50 68.75 84.25 8
	Polivrath (#60) Raichu (#51) Raichu (#52) Raichu (#52) Raichu (#53) Raichu (#56) Rapidash (#52) Raichu (#61) Rapidash (#52) Raichu (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Venusaur (#66) Venusaur (#66) Venusaur (#68) Vileplume (#37) Venusaur (#68) Vileplume (#69) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Bosoter Pack Bosoter Pack Bosoter Pack Rarallel Foil Uncommo Parallel Foil Common of Pa	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 6.30 7.20 10.00 8.50 8.50 8.50 7.70 7.70 6.30 7.70 7.70 7.70 7.70 7.70 7.70 7.70 7	7.80 7.30 7.30 6.00 6.80 6.80 6.80 6.80 6.80 6.80 6.8	6.80 4.30 6.80 4.50 7.50 3.80 4.10 6.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	Polivrath (#60) Raichu (#52) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#62) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#69) Tyranitar (#69) Venusaur (#60) Venusaur (#68) Vileplume (#69) Venusaur (#68) Vileplume (#69) Weezing (#70) Aupaolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Theme Deck Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Boos	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.00 8.50 8.50 8.50 8.50 7.70 7.70 6.30 7.70 6.30 7.70 110.00 110.00 4.30 4.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 5.50 6.50 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.60 6.80 6.80 6.80 6.80 6.60 6.60 6.6	6.80 4.30 6.80 4.50 4.50 7.55 4.10 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	Polivrath (#60) Raichu (#25) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#30) Venusaur (#66) Venusaur (#67) Venusaur (#68) Vilieplume (#67) Weezing (#70) Aquapolis Set Aquapolis Set Aquapolis Paralel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Booster Box Theme Deck Arquapolis Profest Artaraine Parallel Foil Common of	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 6.30 6.30 7.20 10.00 8.50 8.50 8.50 7.70 7.70 7.70 6.00 1154 caratillo.00 108.75 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.80	7.80 7.30 6.00 8.00 8.00 8.00 8.00 8.00 6.80 6.8	6.80 4.30 6.80 4.50 4.50 7.50 4.10 6.00 4.50 4.50 4.50 4.50 4.50 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6
	Polivrath (#60) Raichu (#52) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#62) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#69) Tyranitar (#69) Venusaur (#60) Venusaur (#68) Vileplume (#69) Venusaur (#68) Vileplume (#69) Weezing (#70) Aupaolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Theme Deck Booster Box Theme Deck Booster Box Booster Box Theme Deck Booster Box Boos	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.00 8.50 8.50 8.50 8.50 7.70 7.70 6.30 7.70 6.30 7.70 110.00 110.00 4.30 4.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 5.50 6.50 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.60 6.80 6.80 6.80 6.80 6.60 6.60 6.6	6.80 4.30 6.80 4.50 4.50 4.50 3.80 4.10 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	Polivrath (#60) Raichu (#61) Raichu (#62) Raichu (#61) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#29) Venusaur (#66) Venusaur (#66) Venusaur (#68) Vileplume (#61) Vileplume (#69) Weezing (#70) Aquapolis Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Box Theme Deck Bosoter Pack Bosoter Box Theme Deck Bosoter Box Dornanie Foil Carnos Apricom Forest Arcanine Ariados Azumarii Bellossom Bilssey Darkness Energy Donphan Electrode Elekid Entei Espeon Exeggutor (#12) Exeggutor (#13) Houndoom (#14)	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 6.30 7.20 10.00 8.50 8.50 8.50 7.70 7.70 7.70 6.30 7.70 7.70 6.30 7.70 108.75 108.7	7.80 7.30 7.30 6.00 8.00 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.5	6.80 4.30 6.80 4.50 7.50 3.80 4.10 6.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	polivrath (#60) Raichu (#51) Raichu (#52) Raichu (#51) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#69) Tyranitar (#66) Venusaur (#67) Venusaur (#68) Vileplume (#69) Weezing (#70) Aquapois Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Bo	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.00 8.50 8.50 7.30 8.50 7.70 6.30 8.50 7.70 6.30 8.50 6.30 8.50 6.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 5.50 6.50 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.60 6.6	6.80 4.30 6.80 4.50 4.50 7.55 4.10 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
	Polivrath (#60) Raichu (#52) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#28) Typhlosion (#64) Typhlosion (#65) Tyranitar (#29) Tyranitar (#66) Venusaur (#67) Venusaur (#67) Venusaur (#68) Vileplume (#31) Vileplume (#31) Vileplume (#31) Vileplume (#69) Weezing (#70) Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Booster Pox Theme Deck Booster Pox Parallel Foil Common of Parallel Foil Common o	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.25 7.30 8.50 8.50 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 7.70 6.30 6.30 6.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 7.30 7.30 6.00 8.00 8.00 8.00 8.00 8.00 8.00 8.0	6.80 4.30 6.80 4.50 4.50 7.50 4.10 6.80 4.50 4.50 4.50 4.50 4.50 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6
	polivrath (#60) Raichu (#51) Raichu (#52) Raichu (#51) Raichu (#52) Raichu (#51) Rapidash (#26) Rapidash (#62) Skarmory (#63) Typhlosion (#63) Typhlosion (#64) Typhlosion (#65) Tyranitar (#69) Tyranitar (#66) Venusaur (#67) Venusaur (#68) Vileplume (#69) Weezing (#70) Aquapois Set Aquapolis Parallel Foil Starter Box Booster Box Theme Deck Bo	FRERERERERERERERERERERERERERERERERERERE	8.30 6.50 8.30 7.20 10.00 8.50 8.50 7.30 8.50 7.70 6.30 8.50 7.70 6.30 8.50 6.30 8.50 6.30 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	7.80 5.50 6.50 6.80 6.80 6.80 6.80 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.60 6.6	6.80 4.30 6.80 4.50 4.50 7.55 4.10 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5

Venusaur (#68) Vileplume (#31) Vileplume (#69)	R F R	7.70 7.70 6.30	6.50 7.30 5.00	4.50 6.00 4.30
Weezing (#32) Weezing (#70)	F	7.70 6.00	6.80	6.00
AQUAPOLI	S (18	_		
Aquapolis Set Aquapolis Parallel Foil S			00.800 (sh	389.00
	4	89.50	143.00	
Starter Box Booster Box		10.00 08.75	81.00 85.00	68.75 84.25
Theme Deck		10.00	10.00	10.00
Booster Pack		4.30	3.30	3.00
Parallel Foil Uncommor	n car		2.50	2.00
Parallel Foil Common o		1.00	1.00	0.70
PARALLEL FOIL CARDS			MED	LOW
Ampharos	R	6.80	6.10	6.00
Apricorn Forest	R R	6.80	6.10	6.00
Arcanine Ariados	R	6.80	6.10	6.00
Azumarill	R	6.80	6.10	6.00
Bellossom	R	6.80	6.10	6.00
Blissey	R	6.80	6.10	6.00
Darkness Energy	R	6.80	6.10	6.00
Donphan	R	6.80	6.10	6.00
Electrode Elekid	R R	6.80	6.10	6.00
Entei	R	7.80	6.60	6.10
Espeon	R	7.80	6.60	6.10
Exeggutor (#12)	R	6.80	6.10	6.00
Exeggutor (#13)	R	6.80	6.10	6.00
Houndoom (#14)	R	6.80	6.10	6.00
Houndoom (#15)	R	6.80	6.10	6.00
Hypno	R R	6.80	6.10	6.00
Jumpluff Jynx	R	6.80	6.10	6.00
Kingdra	R	6.80	6.10	6.00
Lanturn (#20)	R	6.80	6.10	6.00
Lanturn (#21)	R	6.80	6.10	6.00
Magneton	R	6.80	6.10	6.00
Metal Energy	R	6.80	6.10	6.00
Muk	R R	6.80	6.10	6.00
Nidoking Ninetales	R	6.80	6.10 6.10	6.00
Octillery	R	6.80	6.10	6.00
Parasect	R	6.80	6.10	6.00

Porygon2	R	6.80	6.10	6.00	Г
Primeape	R	6.80	6.10	6.00	ı
Quagsire	R	6.80	6.10	6.00	ı
Rainbow Energy	R	6.80	6.10 6.10 6.10 6.10	6.00	ı
Rapidash	R	6.80	6.10	6.00	ı
	R		0.10		ı
Scizor		6.80	6.10	6.00	ı
Slowbro	R	6.80	6.10	6.00	ı
Slowking	R	6.80	6.10	6.00	ı
Steelix	R	6.80	6.10	6.00	ı
Sudowoodo	R	6.80	6.10	6.00	ı
Suicune	R	6.80	6.10	6.00	ı
Tentacruel	R	6.80	6.10	6.00	ı
Togetic	R	6.80	6.10	6.00	ı
	R				ı
Tyranitar		6.80	6.10	6.00	ı
Umbreon	R	6.80	6.10	6.00	ı
Victreebel	R	6.80	6.10 6.10	6.00	ı
Vileplume	R	6.80	6.10	6.00	ı
Zapdos	R	6.80	6.10	6.00	ı
CARD NAME	RAR	UPR	MED	LOW	ı
Aipom	C	0.40	0.25	0.20	l
Ampharos	F	7.00	6.50	6.00	ı
					ı
Ampharos	R	3.90	3.30	3.00	ı
Apricorn Forest	R	3.80	3.00	3.00	ı
Arcanine	F	8.00	7.50 3.30	6.30	ı
Arcanine	R	3.90	3.30	3.00	ı
Ariados	F	8.50	6.50	6.00	ı
Ariados	R	3.90	3.30	3.00	ı
Azumarill	F	7.80	6.50	6.00	ı
Azumarill	Ŕ	3.90 7.00	6.50 3.30	3.00	ı
Bellossom	F	7.00	6.50	6.00	ı
	Ŕ	2.00	6.50 3.30		١
Bellossom		3.90	1.00	3.00	۱
Bellsprout	U	1.00	1.00	0.60	1
Bellsprout	C	0.40	0.25	0.20	١
Blissey	F	7.00	6.50	6.00	1
Blissey	R	3.90	3.30	3.00	1
Boost Energy	Ü	1.00	1.00	0.60	۱
Chansey	Č	0.40	0.25	0.20	ſ
	C				1
Chinchou	0	0.40	0.25	0.20	ĺ
Chinchou	C	0.40	0.25	0.20	۱
Crystal Energy	U	1.00	1.00	0.60	۱
Cubone	C	0.40	0.25	0.20	1
Darkness Cube 01	Ū	1.00	1.00	0.60	۱
Darkness Energy	Ř	3.80	3.00	2.60	۱
Dodrio	Ü	1.00	1.00	0.60	1
Doduo	Č	0.40		0.20	ı
	0		0.25		ı
Donphan	R	3.90	3.30	3.00	ı
Drowzee (#74a)	C	0.40	0.25	0.20	ı
Drowzee (#74b)	C	0.40	0.25	0.20	ı
Eevee	C	0.40	0.25	0.20	ı
Electrode	F	7.00	6.50	6.00	ı
Electrode	Ř	3.90	6.50 3.30	3.00	ı
	R	3.90	3.30	3.00	ı
Elekid					ı
Energy Switch	Ū	1.00	1.00	0.60	ı
Entei	F	10.75	8.50	6.30	١
Entei	R	3.90	8.50 3.30	3.00	ı
Espeon	F	9.50	7.50	6.30	ı
Espeon	R	3.90	3.30	3.00	l
Exeggcute	С	0.40	0.25	0.20	ı
Exeggcute	Č	0.40	0.25	0.20	ı
	F	8.50	6.50	6.00	ı
Exeggutor (#4.0)					ı
Exeggutor (#12)	R	3.90	3.30	3.00	ı
Exeggutor (#13)	R	3.90	3.30	3.00	ı
Fighting Cube 01	U	1.00	1.00	0.60	ı
Fire Cube 01	U	1.00	1.00	0.60	ı
Flaaffy	U	1.00	1.00	0.60	ı
Forest Guardian	Ū	1.00	1.00	0.60	ı
Furret	Ŭ	1.00	1.00	0.60	l
Gloom	Ŭ	1.00	1.00	0.60	l
					l
Goldeen	C	0.40	0.25	0.20	ſ
Golduck (#50a)	U	1.00	1.00	0.60	ı
Golduck (#50b)	U	1.00	1.00	0.60	۱
Grass Cube 01	U	1.00	1.00	0.60	۱
Grimer	C	0.40	0.25	0.20	١
Growlithe	Ŭ	1.00	1.00	0.60	1
Growlithe	Č	0.40	0.25	0.20	1
Healing Berry	Ü	1.00	1.00	0.60	۱
			0.25	0.00	1
Hitmonchan	C	0.40	0.20	0.20 0.20	1
Hitmontop	0	0.40	0.25	0.20	ı
Hoppip	C	0.40	0.25	0.20	ı
Horsea	C	0.40	0.25	0.20	۱
Horsea	C	0.40	0.25	0.20	ı
Houndoom	F	9.30	6.50	6.00	ı
Houndoom (#14)	R	3.90	3.30	3.00	I
Houndoom (#15)	R	3.90	3.30	3.00	١
Houndour		0.40	0.25	0.20	1
	C	0.40	0.25	0.20	ı
Houndour	F			4.50	1
Hypno		7.80	6.50	9.00	1
Hypno	R	3.80	3.00	3.00	١
Juggler	U	1.00	1.00	0.60	١
Jumpluff	F	7.80	6.50	6.00	۱
Jumpluff	R	3.90	3.30	3.00	١
Jynx	R	3.90	3.30	3.00	ı
Kangaskhan	C	0.40	6.50 3.30 3.30 0.25	0.20	١
Kingdra (#H14)	F	7.80	6.50	6.00	١
	R	3 00	3 30		1
Kingdra		3.90	3.30	3.00	١
Kingdra (#148)	F	9.50	7.50	6.30	١
Lanturn	F	8.50	6.50	6.00	1
Lanturn (#20)	R	3.90	3.30	3.00	1
Lanturn (#21)	R	3.90	3.30	3.00	1
Larvitar	C	0.40	0.25	0.20	١
	C	0.40		0.20	١
Lickitung			0.25		ı
Lightning Cube 01	Ñ	1.00	1.00	0.60	١
Lugia	F	18.00	9.50	6.30	1
Magnemite	U	1.00	1.00	0.60	I
Magnemite	Č	0.40	0.25	0.20	١
Magneton	F	7.80	6.50	6.00	ı
Magneton	Ŕ	3.90	3.30	3.00	1
					١
Mankey	C	0.40	0.25	0.20	ı
Mareep	C	0.40	0.25	0.20	1
Marill	U	1.00	1.00	0.60	ı
141-		labl.	e nov		

on2	R	6.80	6.10	6.00	Marowak Marona Para	U 1.0		0.60
ape sire	R R	6.80	6.10 6.10	6.00		U 1.0		0.60
ow Energy	R	6.80	6.10	6.00	Metal Energy	R 3.8	3.00	2.60
ash	R R	6.80	6.10 6.10	6.00	Miltank	C 0.4 C 0.4		0.20 0.20
oro	R	6.80	6.10	6.00	Mr. Mime (#95a) Mr. Mime (#95b)	C 0.4		0.20
ing	R	6.80	6.10	6.00	Muk	F 7.8	30 6.50	6.00
woodo	R R	6.80	6.10	6.00	Muk Nidakina (#U10)	R 3.9		3.00
ne	R		6.10	6.00	Nidoking (#H18) Nidoking	F 7.8 R 3.9		6.00 3.00
cruel	R	6.80	6.10	6.00	Nidoking (#150)	F 8.0		6.00
ic itor	R R	6.80	6.10	6.00	Nidoran (male)	C 0.4	40 0.25	0.20
itar eon	R	6.80	6.10 6.10	6.00	Nidorino Ninetales	U 1.0 F 7.8		0.60
ebel	R	6.80	6.10	6.00	Ninetales	F 7.8		6.00 3.00
ume	R	6.80	6.10	6.00	Octillery	F 8.5		6.00
NAME	R RAR	6.80 UPR	6.10 MED	6.00 LOW	Octillery	R 3.9		3.00
)	C	0.40	0.25	0.20	Oddish Onix	C 0.4		0.20
aros	F	7.00	6.50	6.00	Paras	C 0.4		0.20
aros	R	3.90	3.30	3.00	Parasect	R 3.9	3.30	3.00
orn Forest ine	R F	3.80	3.00 7.50	3.00 6.30	Phanpy	C 0.4		0.20
ine	R	3.90	3.30	3.00	Pinsir Pokémon Fan Club	C 0.4		0.20 0.60
os	F	8.50	6.50	6.00	Pokémon Park	U 1.0		0.60
os arill	R F	3.90 7.80	3.30 6.50	3.00 6.00	Ponyta	C 0.4		0.20
arill	R	3.90	3.30	3.00	Porygon (#103a) Porygon (#103b)	C 0.4		0.20 0.20
som	F	7.00	6.50	6.00	Porygon2	R 3.9		3.00
som prout	R U	3.90	3.30 1.00	3.00 0.60	Power Plant	U 1.0	00 1.00	0.60
rout	Č	0.40	0.25	0.20	Primeape	R 3.9		3.00
y	F	7.00	6.50	6.00	Psychic Cube 01 Psyduck	U 1.0		0.60 0.20
y Energy	R U	3.90	3.30	3.00 0.60	Pupitar	U 1.0	00 1.00	0.60
: Energy sey	C	0.40	0.25	0.60	Quagsire	R 3.9		3.00
hou	C	0.40	0.25	0.20	Rainbow Energy Rapidash	R 3.8		2.60 3.00
hou	C	0.40	0.25	0.20	Remoraid	C 0.4		0.20
al Energy ne	C	1.00	1.00 0.25	0.60	Scizor	F 10.0	7.00	6.00
ess Cube 01	U	1.00	1.00	0.60	Scizor	R 3.9	3.30	3.00 0.60
ess Energy	R	3.80	3.00	2.60	Scyther Scyther	C 0.4		0.60
0	C	1.00	1.00	0.60 0.20	Seadra	U 1.0	00 1.00	0.60
han	R	3.90	3.30	3.00	Seaking	U 1.0		0.60
zee (#74a)	С	0.40	0.25	0.20	Seer Sentret	U 1.0		0.60 0.20
zee (#74b)	C	0.40	0.25	0.20	Skiploom	U 1.0		0.60
ode	C F	0.40 7.00	0.25 6.50	0.20 6.00	Slowbro	R 3.9	3.30	3.00
ode	R	3.90	3.30	3.00	Slowking	F 7.8		6.00 3.00
ny Curitah	R	3.90	3.30	3.00	Slowking Slowpoke	R 3.9		0.20
y Switch	U F	1.00	1.00	0.60 6.30	Smeargle	C 0.4	40 0.25	0.20
	Ŕ	3.90	3.30	3.00	Smoochum	U 1.0		0.60
on	F	9.50	7.50	6.30	Sneasel Sninarak	C 0.4		0.20 0.60
on noute	R	3.90	3.30	3.00 0.20	Spinarak Spinarak	C 0.4		0.60
jcute jcute	C	0.40	0.25	0.20	Steelix	F 8.8	80 7.50	6.30
jutor	F	8.50	6.50	6.00	Steelix	R 3.9		3.00
jutor (#12)	R	3.90	3.30	3.00	Sudowoodo Sudowoodo	F 9.3		6.00 3.00
jutor (#13) ng Cube 01	R U	3.90 1.00	3.30	3.00 0.60	Suicune	F 10.0		6.00
ube 01	U	1.00	1.00	0.60	Suicune	R 4.8	80 3.50	3.00
У	U	1.00	1.00	0.60	Super Energy Removal 2	U 1.0		0.60
t Guardian	U	1.00	1.00	0.60	Tangela Tentacool	C 0.4		0.20
n	Ü	1.00	1.00	0.60	Tentacruel	F 7.8	80 6.50	6.00
en	C	0.40	0.25	0.20	Tentacruel	R 3.9		3.00
ick (#50a)	U	1.00	1.00	0.60	Time Shard Togepi	U 1.0		0.60
ick (#50b) Cube 01	U	1.00	1.00	0.60 0.60	Togetic	F 9.3		6.00
er	C	0.40	0.25	0.20	Togetic	R 3.9	90 3.30	3.00
lithe	U	1.00	1.00	0.60	Town Volunteers	U 1.0		0.60
lithe ng Berry	C	0.40 1.00	0.25	0.20	Traveling Salesman Tyranitar	U 1.0		0.60 6.30
onchan	C	0.40	0.25	0.20	Tyranitar	R 3.9	90 3.30	3.00
ontop	С	0.40	0.25	0.20	Tyrogue	U 1.	00 1.00	0.60
ip	C	0.40	0.25	0.20	Umbreon Umbreon	F 13.1		6.30 3.00
ea ea	C	0.40	0.25	0.20	Undersea Ruins	U 1.		0.60
doom	F	9.30	6.50	6.00	Victreebel	F 73	80 6.50	6.00
doom (#14)	R	3.90	3.30	3.00	Victreebel		90 3.30	3.00
doom (#15) dour	R C	3.90 0.40	3.30	3.00 0.20	Vileplume Vileplume		80 6.50 90 3.30	6.00 3.00
dour	С	0.40	0.25	0.20	Voltorb		00 1.00	0.60
0	F	7.80	6.50	4.50	Voltorb	C 0.	40 0.25	0.20
0 lor	R U	3.80	3.00	3.00 0.60	Vulpix Warn Energy		40 0.25	0.20 0.60
ler oluff	F	1.00 7.80	6.50	6.00	Warp Energy Water Cube 01		00 1.00 00 1.00	0.60
oluff	R	3.90	3.30	3.00	Weakness Guard	U 1.	00 1.00	0.60
ackhan	R C	3.90 0.40	3.30	3.00	Weepinbell	U 1.	00 1.00	0.60
askhan Ira (#H14)	F	7.80	0.25 6.50	0.20 6.00	Wooper Wooper		00 1.00 40 0.25	0.60 0.20
ira	R	3.90	3.30	3.00	Zapdos	F 9.	30 6.50	6.00
dra (#148)	F	9.50	7.50	6.30	Zapdos		90 3.30	3.00
ım ım (#20)	R	8.50 3.90	6.50 3.30	6.00 3.00	Total		05 461.60	393.90
ırn (#21)	R	3.90	3.30	3.00	SPECIAL SE			
tar	C	0.40	0.25	0.20	Pikachu World Collectio		75 25.00	21.25
ung ning Cube 01	C	1.00	0.25	0.20	CARD NAME Birthday Pikachu (Englis		PR MED 30 5.90	5.50
ining oune of	F	18.00	9.50	6.30	Flying Pikachu (German			5.00
emite	U	1.00	1.00	0.60	Pikachu Lv. 5 (Italian)	6.	10 5.00	5.00
iemite	C F	0.40 7.80	0.25 6.50	0.20 6.00	Pikachu Lv. 9 (Snap, Spa Pikachu Lv. 12 (Rase, Ko			4.80
ieton ieton	R	3.90	3.30	3.00	Pikachu Lv. 12 (Base, Kor Pikachu Lv. 13 (1st Mov			5.00
ey	C	0.40	0.25	0.20		6.	90 5.50	5.00
ер	C	0.40 1.00	0.25	0.20	Pikachu Lv. 14 (Jungle,		10 5.00	5.00
		1 (1(1)	11111	upti		h.	10 5 00	
141-					n your local gai			





Pikachu Lv. 16 (ivy backgro	ound, Po	ortugues	e)
	6.90	5.50	5.00
Surfing Pikachu (French)	9.60	7.30	5.00
SOUTHERN ISLAND	IS COLLI	CTION	
Southern Islands Collection	(sealed	box)	
	20.00	20.00	20.00

	Surfing Pikachu (French)	9.60	7.30	5.00	
SOUTHERN ISLANDS COLLECTION Southern Islands Collection (sealed box)					
	Southern Islanus Collection	20.00	20.00	20.00	
	CARD NAME RA		MED	LOW	
	Butterfree	2.00	2.00	1.30	
	Exeggutor	2.00	2.00	1.30	
	lvysaur	2.00	2.00	1.30	
		2.00			
	Jigglypuff	2.80	2.00	1.30	
	Lapras Ledyba F	6.90	2.00	1.30	
				4.30	
	Lickitung Marill F	2.90	2.00	1.00	
		6.90	6.40	5.30	
	Mew F	8.80	8.00	7.70	
	Onix	2.00	2.00	1.30	
	Pidgeot	2.80	2.00	1.30	
	Primeape	2.00	2.00	1.30	
	Raticate	2.00	2.00	1.30	
	Slowking F	6.50	5.40	4.30	
	Tentacruel	2.60	2.00	2.00	
	Togepi F	6.60	5.90	5.20	
	Vileplume F	6.50	5.40	4.30	
	Wartortle	2.00	2.00	1.30	
	U.S. PROMO CARDS RA		MED	LOW	
	Aerodactyl (Fossil Prereleas		5.00	4.50	
	Ancient Mew (Pokémon M				
	F	4.00	3.00	3.00	
	Articuno, Moltres, and Zap				
		3.60	3.10	3.00	
	Brock's Vulpix (Gym Challe				
		4.90	4.40	4.00	
	Clefable (Jungle Prerelease	5.00	5.00	4.00	
	Dark Arbok (Tm Rocket, sl				
		4.80	4.00	3.80	
	Dark Charmeleon (Tm Roo				
		11.50	9.10	4.60	
	Dark Gyrados (Tm Rocket				
		5.00	5.00	5.00	
	Fighting Energy F	3.30	2.60	1.80	

Fire Energy	F	3.30	2.60	1.80
Grass Energy	F	3.30	2.60	1.80
Kabuto (Fossil, shooting	star)	4.00	3.10	2.90
Lightning Energy	F	3.30	2.60	1.80
Meowth (gold border)		5.50	5.30	4.10
Misty's Psyduck (Gym I	Heroe	s, sho	oting st	ar)
		4.80	4.00	4.00
Misty's Seadra (Gym He	eroes	Prerel	ease)	
		5.00	5.00	3.50
Pikachu colossal card		7.60	4 00	3.00

Pikachu Lv. 14 (Jungle, sho	ooting st	ar)	
, -	5.00	4.50	4.00
Pikachu Lv. 17 (red cheeks,	, stampe	ed "E3")	
	8.00	8.00	5.00
Pikachu Lv. 17 (yellow chee			
	9.50	8.00	6.00
Psychic Energy F	3.30	2.60	1.80
Rainbow Energy F	3.50	2.90	2.40
Wartortle (Base 2, shooting	star)		
	4.00	4.00	3.00
Water Energy F	3.30	2.60	1.80

wartortie (base 2, shooting :			
	4.00	4.00	3.00
Water Energy F	3.30	2.60	1.80
BLACK STAR PROMO CARDS		MED	LOW
#1: Pikachu Lv. 16	5.00	4.00	
			2.50
#2: Electabuzz	4.50	4.00	2.90
#3: Mewtwo	4.40	4.00	3.10
#4: Pikachu	4.50	4.00	3.00
#5: Dragonite	4.50	4.00	2.90
#6: Arcanine	5.50	5.00	3.00
#7: Jigglypuff	5.60	4.50	3.00
#8: Mew	3.00	2.70	2.40
#9: Mew holofoil F	5.00	4.60	3.60
#10: Meowth F	7.30	6.00	5.20
#11: Eevee F			
	5.00	4.00	3.40
	10.00	7.60	5.80
#13: Venusaur F	7.10	7.00	7.00
#14: Mewtwo	5.00	5.00	4.80
	10.00	8.80	7.00
#16: Computer Error	3.00	2.00	2.00
#17: Dark Persian F	6.80	5.00	5.00
#18: Team Rocket's Meowth	3.00	3.00	2.90
#19: Sabrina's Abra	3.00	3.00	3.00
#20: Psyduck	3.50	3.00	2.90
#21: Moltres	4.00	3.50	2.30
#22: Articuno)	4.00	3.00	2.80
#23: Zapdos	4.00	3.00	2.50
#25: Flying Pikachu	11.00	6.00	5.50
	5.50	5.00	3.90 -
#26: Pikachu Snap Lv. 9	5.80	5.00	3.40
#27: Pikachu Lv. 5	5.00	5.00	3.00
#28: Surfing Pikachu	5.00	5.00	4.00
#29: Marill	3.90	3.00	3.00
#30: Togepi	5.00	4.00	3.00
#31: Cleffa	4.00	3.00	2.90
#32: Smeargle	3.50	3.00	2.90
#33: Scizor	4.00	3.00	2.90
#34: Entei (reverse foil) F	8.00	5.00	4.90
#25: Dioby (royono fail)	10.50		
		10.00	5.00
#36: Igglybuff	4.50	3.00	2.90
#37: Hitmontop	3.00	3.00	2.40
#38: Unown J	3.80	3.00	2.90
#00. Mindenson	0.00	0.00	

#38: Unown J #39: Misdreavus

#44: Magmar

#45: Scyther #46: Electabuzz #47: Mew (lily pad) #48: Articuno

#40: Pokémon Center #41: Lucky Stadium #42: Pokémon Tower #43: Machamp



5.00				
BASE SET	(10	13 cards)	
Base Set			52.25 v 1	41.00
Booster Box			16.50 1	
Booster Pack		4.30	3.70♥	
Starter			12.00	10.25
Uncommon card		0.80	0.50	0.40
Common card		0.25	0.10▼	0.10
Energy card		0.20	0.10	0.10
# CARD NAME I	RAF		MEO	LOW
3 Venusaur	F	8.80		
6 Charizard	F	12.75	12.00	
9 Blastoise	F	9.30	8.00▼	7.00
15 Beedrill	R	3.20	3.00▲	
17 Pidgeotto	R	3.20		
26 Raichu	F	8.20	6.00▼	
34 Nidoking	F	7.00	5.70	4.50
35 Clefairy	F	7.00	5.70	4.50
38 Ninetales	F	7.00	5.20▼	
51 Dugtrio	R	3.70	3.00	
62 Poliwrath	F	7.00	5.70	4.50
65 Alakazam	F	7.50	6.00	4.80
68 Machamp	F	7.00	5.20	
82 Magneton	F	7.00	5.20	
101 Electrode 107 Hitmonchan	R	3.20	3.00 A 5.70	
113 Chansey	F	7.00	5.70	4.50
125 Electabuzz	R	7.00	3.004	4.50
130 Gyarados	F	7.00	5.70	2.40 4.50
145 Zapdos	F	7.50	6.00	5.50
148 Dragonair	R	3.20	3.00	
150 Mewtwo	F	7.30	6.00	5.00
Clefairy Doll	Ŕ	3.00		1.60
Computer Search	R	3.00	2.00	1.60
Devolution Spray	R	3.00	2.00	1.60
Impostor Professor Oak		3.00	2.00	1.60
Item Finder	R	3.00	2.00	1.60
Lass	R	3.00	2.00	1.60
Pokémon Breeder	R	3.00	2.00	1.60
Pokémon Trader	R		2.00	1.60
Scoop Up	R		2.00	1.60
Super Energy Removal	R	3.20	2.00	1.60

Super Energy Removal	R	3.20	2.00	1.60
JUNGLE	(48	cards)		
Jungle Set			25.00 1	
Booster Box	10		35.00 1	
Booster Pack		5.00	4.30	
Uncommon Card Common Card		1.00	0.80	
	RAR	0.25 UPR		
18 Pidgeot	F	5.60		4.70
31 Nidoqueen	F	6.00		
36 Clefable	F	5.60		5.00
40 Wigglytuff	F	5.60		
45 Vileplume	F	5.60	5.00	4.70
49 Venomoth	F	5.60	5.00	4.70
71 Victreebel	F	5.60	5.00	4.70
101 Electrode	F	5.80	5.00	4.70
115 Kangaskhan	F	5.60	5.00	5.00
122 Mr.Mime	F	6.00	5.90	5.10
123 Scyther	F	6.40	5.00 V	
127 Pinsir	F	5.70	5.20	5.00
134 Vaporeon 135 Jolteon	F	5.60 5.50	5.00	4.70
136 Flareon	F		5.00	4.60 5.00
143 Snorlax	F	6.00		4.70
FACOUR FACOUR		0.00	0.00	7.70

FOSSIL (48 cards)				
	_			_
Fossil Set			65.0041	
Booster Box	- 12	25.001	15.00 1	09.25
Booster Pack		4.00	3.50▼	3.00
Uncommon Card		1.00	0.80	0.40
Common Card		0.25	0.10	0.10
# CARD NAME	RAR	UPR	MED	LOW
26 Raichu	F	5.60	5.00▼	5.00
82 Magneton	F	5.00	5.00	4.60
89 Muk	F	5.00	5.00	4.60
93 Haunter	F	5.50	5.00V	4.70
94 Gengar	F	5.50	5.00▼	4.70
97 Hypno	F	5.10	5.00	5.00
106 Hitmonlee	F	5.50	5.00▼	4.70
131 Lapras	F	5.20	5.00▼	4.70
132 Ditto	F	5.50	5.00▼	4.20
141 Kabutops	F	5.50	5.00▼	4.70
142 Aerodactyl	F	6.00	5.20▼	5.00
144 Articuno	F	5.10	5.00	5.00
145 Zapdos	F	5.50	5.00	4.70
146 Moltres	F	6.30	5.00	4.60
149 Dragonite	F	5.10	5.00	5.00
151 Mew/Myuu	F	7.00	5.50V	
TEAM RO	CKET	(65 car	ds)	

146 Moltres 149 Dragonite 151 Mew/Myuu	F F	6.30 5.10 7.00	5.00 5.00 5.50	4.60 5.00 5.00
TEAM ROO	CKET	65 can	ts)	
Team Rocket Set	17	71.25 1	57.25 1	43.50
Booster Box	14	42.50 1	35.00 1	32.25
Booster Pack		3.50	3.50▼	2.50
Uncommon Cards		1.00	0.90	0.35
Common Cards		0.25	0.20	0.10
# CARD NAME	RAR	UPR	MEO	LOW
6 Dark Charizard	F	12.00	10.75▼	9.50
9 Dark Blastoise	F	8.00	8.00▼	7.50
24 Dark Arbok	F	5.50	5.00	4.60
42 Dark Golbat	F	5.50	5.00	4.60
45 Dark Vileplume	F	6.30	5.40	4.70

51	Dark Dugtrio	F	5.50	5.00	4.60
65	Dark Alakazam	F	7.50	6.00▲	5.80
68	Dark Machamp	F	5.60	5.00	4.70
80	Dark Slowbro	F	5.50	5.00	4.60
82	Dark Magneton	F	5.50	5.00	4.60
97	Dark Hypno	F	5.60	5.00	4.70
110	Dark Weezing	F	5.50	5.00	4.60
130	Dark Gyarados	F	7.30	6.004	5.70
149	Dark Dragonite	F	6.40	6.00	5.00
Her	e Comes Team Ro	ocket!			
		URF	15.00	15.00▲	14.00

	URF 15.00	15.00▲	14.00
Rainbow Energy	F 5.60	5.00▼	5.00
Rocket's Sneak Attack	F 5.10	5.00▼	5.00
GYM LEAD	ERS (94 car	ds)	
Brock's Deck	19.00	16.00V	13.00
Misty's Deck	19.25	14.75♥	11.50
Lt. Surge's Deck		14.75▼	
Erica's Deck		14.75▼	
Sabrina's Deck		14.75V	
Blaine's Deck		14.75▼	
Complete Booster Set			
Booster Box	203.00 1		
Booster Pack	4.00	3.50▼	2.50
Uncommon Card	1.00		
Common Card	0.25		
	RAR UPR		
22 Lt. Surge's Fearow			
36 Erica's Clefable	F 5.70	5.00	3.70
38 Brock's Ninetales	F 5.50	5.00	4.60
45 Erica's Vileplume	F 5.50	5.00	3.70
55 Misty's Golduck	F 5.50	5.00	3.70
71 Erica's Victreebel	R 3.00	3.00	2.50
73 Misty's Tentacruel	F 5.50	4.50	3.70
82 Lt. Surge's Magneto		5.00	3.70
407 T D 1 1 11		0100	011 0

107 Team Rocket's Hitmoncha	ın	
F 5	5.50 5.00	4.60
112 Brock's Rhydon F 5	5.50 5.00	3.70
117 Misty's Seadra F 5	5.50 5.00	3.70
123 Team Rocket's Scyther		
F 5	5.50 5.00	3.70
125 Lt. Surge's ElectabuzzF 5	5.50 5.00	3.70
130 Misty's Gyarados F 5	5.50 5.00	3.70
	3.00	2.50
146 Team Rocket's Moltres		

	F	6.00	5.00	4.6
148 Erica's Dragonair	F	5.50	5.00	3.7
Brock	R	3.00	3.00	2.5
Brock's Protection	R	2.90	2.60▼	1.0
Charity	R	3.00	2.60	2.2
Derangement Gym	R	3.00	2.60	2.2
Erica	R	3.00	3.00	2.5
Erica's Kindness	R	2.80	2.60	1.0
Lt. Surge	R	3.00	3.00	2.5
Lt. Surge's Secret Oper	ation			

	R	2.90	2.60▼	1.00
Misty	R	3.00	2.60♥	1.00
Misty's Selfishness	R	2.60	1.00♥	0.90
No Removal Gym	R	2.80	1.90♥	0.60
Rocket's Training Gym	R	2.80	2.00▼	1.00
The Rocket's Trap	F	5.00	4.30▼	2.80

171.25 157.25 143.50 210.50 205.00 175.00

Challenge Set Booster Box

00	DOLOI DOX	-	10.00 L	00.00	10.00
Bo	oster Pack		3.50	3.00▼	3.00
Un	common Card		1.00	0.90	0.40
Co	mmon Card		0.25	0.10▼	0.10
#	CARD NAME	RAR	UPR	MED	LOW
3	Erika's Venusaur	F	6.80	5.00	4.70
6	Blaine's Charizard	F	10.00	7.20▼	5.60
15	Koga's Beedrill	F	5.70	5.00	4.70
17	Koga's Pidgeotto	R	3.00	2.80	2.50
24	Koga's Arbok	R	3.00	2.80	2.50
26	Lt. Surge's Raichu	F	6.70	6.00	4.70
31	Giovanni's Nidoquee	nR	3.00	2.80	2.50
34	Giovanni's Nidokin	αF	5.70	5.00	4.70
38	Blaine's Ninetales	R	3.00	2.80	2.50
49	Sabrina's Venomot	hR	3.00	2.80	2.50
51	Brock's Dugtrio	R	3.00	2.80	2.50
53	Giovanni's Persian	F	5.70	5.00	4.70

JJ	GIOVAIIIIS PEISIAII F	0.70	5.00	4.70
55	Sabrina's Golduck R	3.00	2.80	2.50
59	Blaine's Arcanine F	6.40	5.00	4.80
62	Misty's Poliwrath R	3.00	2.80	2.50
65	Sabrina's Alakazam F	6.00	5.40	4.70
68	Giovanni's Machamp F	5.70	5.00	4.70
84	Imakuni's Doduo SR	10.25	10.00▼	6.00
89	Koga's Muk R	3.00	2.80	2.50
94	Sabrina's Gengar F	6.50	5.00	4.70
113	[Your name]'s Chanse	/		
	SU	13.50	12.00▼	7.50
127	Giovanni's Pinsir R	3.00	2.60▼	2.20
130	Giovanni's Gyarados F	6.50	5.00	4.70
132	Koga's Ditto F	7.20	6.00▼	5.00

130 Giovanni's Gyarados F	6.50	5.00	4.70
132 Koga's Ditto F	7.20	6.00▼	5.00
143 Team Rocket's Snorlax			
R	3.00	2.80	2.50
145 Team Rocket's Zapdos			
F	6.50	5.00	4.70
146 Blaine's Moltres F	5.80	5.00	4.70

150 Team Rocket's Mewtwo				
	F	6.20	6.00	4.70
Blaine	R	3.00	2.60▼	2.30
Giovanni	F	5.50	5.00▲	4.30
Giovanni's Trump Card	R	3.00	2.60▼	2.30
Koga	R	3.00	2.60▼	2.30
Sabrina	R	3.00	2.60▼	2.30
Tokiwa City Gym	R	3.00	2.60▼	2.20

NEO	(96 ci	ards)		
Neo Set	2	30.752	11.5041	92.25
Booster Box	34	46.752	56.25 1	91.25
Booster Pack		5.00	4.70▼	3.50
Starter Deck	1	20.00	20.00	20.00
Uncommon Card		0.90	0.70	0.40
Common Card		0.25	0.10	0.10
# CARD NAME	RAR		MED	
154 Meganium	F	6.30		
157 Typhlosion	F	6.40	6.00	4.70
160 Feraligatr	F	6.40	6.00	4.70
172 Pichu	F	7.60		5.60
173 Cleffa	R	3.00	3.00	
176 Togetic	F	6.30	6.00▲	4.20
181 Centerity	F	6.00	5.90 4	4.70
182 Bellossom	F	6.00		
184 Azumarill	F	6.00	5.90	4.70
189 Jumpluff	F	6.00		
198 Murkrow	R	3.00		2.70
199 Slowking	F	6.00		
208 Steelix	F	6.00		
227 Wooper				
240 Magby				
249 Lugia				
Dark Energy				
			2.50	
214 Heracross 215 Misdreavus 227 Wooper 230 Kingdra 232 Donphan 239 Elekid 240 Magby 249 Lugia Dark Energy Ecologym Energy Charge Kiai Head Band	FRFFRRFRRRRR	6.00 3.00 6.00 3.00 3.00 3.00 3.00 3.20 3.20 3.00 3.0	5.90 A 3.00 5.90 A 3.00 3.00 7.80 V 3.00 2.60 V	4.70 2.70 4.70 4.70 2.80 2.70 2.70 5.60 2.90

Kurumi Pokémon Gear Recycle Energy Slot Game Steel Energy Super Energy Collection Time Capsule	R R R R F R R	3.00 3.00 3.00 3.00 6.00 3.00 3.00	2.80 2.60 A 3.00 2.60 A 5.90 A 2.60 2.60 A	2.50 2.50 2.50 2.20 4.70 2.50 2.20
NEO 2: BEYONO TO				
Neo 2 Set Booster Box Booster Pack Uncommon Card Common Card # CARD NAME		42.00 2 4.00 1.00 0.25	29.75 1: 15.50 1: 3.50 V 0.90 0.10 V	
12 Butterfree 15 Beedrill 26 Raichu 62 Poliwrath 81 Magnemite	FFFF	6.30 6.30 6.50 6.40	6.00 A 6.00 A 6.00 A	4.70 4.70 5.20 4.70
141 Kabutops 186 Politoed 193 Dunsparce 196 Espeon	FFFF	6.20 6.20 6.40 6.70 6.50	6.00 A 6.00 A 6.00 A 6.00 A	4.70 4.70
197 Umbreon 201 Unown A 202 Sonansu 205 Forrestress 212 Scizor 217 Ursaring 228 Houndour 229 Houndoom	FFFFFFF	6.50 6.80 6.80 6.80 6.50 6.50 6.50	6.00 6.00 6.00 6.00 6.00 6.00 6.00 6.00	4.70 4.70 4.70 4.70 5.20 4.70 5.20 5.20
235 Ebeagle 237 Hitmontop 248 Tyranitar	F	6.50 6.40 6.90	6.00 A 6.00 A 6.00	4.70 4.70 4.70

2.90 2.50 2.00

RRRRF

NEO 3: AWAKENII	NG LE	GENO (54 cards	
Neo 3 Set			99.00 1	
Booster Box	21		02.25 1	98.50
Booster Pack		4.00	3.50▼	3.30
Uncommon Card		1.00	0.90	0.40
Common Card		0.25	0.10	0.10
# CARD NAME	RAR		MED	LOW
82 Magneton	F	6.30		4.70
121 Starmie	F	6.30		4.70
129 Shining Magikarp				
130 Shining Gyarados				11.75
142 Aerodactyl	F	7.00		5.60
169 Crobat	F	6.50		4.70
181 Ampharos	F	6.50	6.00▲	
189 Jumpluff	F	6.50	6.00▲	
200 Misdreavus	F	6.50	6.00	4.70
225 Delibird	F	6.50	6.00	4.70
229 Houndoom	F	6.80	6.00▼	4.70
233 Porygon 2	F	6.50	6.00▼	5.20
242 Blissey	F	6.50	6.00	4.70
243 Raikou	F	6.80	6.00▼	5.20
244 Entei	F	7.80	6.00♥	
245 Suicune	F	6.90		
250 Ho-oh	F	7.80	6.00▼	4.70

250 Ho-oh 251 Celebi	F	7.80 6.90	6.00▼ 6.00▼	4.70 4.70	
NEO 4: DARKNESS & LI	GHT (110 ca	rds)		
Neo 4 Set 244.25 223.75 203.00					
Booster Box	24	10.75 2	36.50 2	32.25	
Booster Pack		5.50	3.30▼	3.00	
Uncommon Card		1.00	0.90	0.40	
Common Card		0.25	0.10		
# CARO NAME	RAR		MED	LOW	
6 Shining Charizard	UR	25.00	24.00 4	16.75	
26 Shining Raichu	UR	24.25	13.00▼	10.00	
59 Light Arcanine	F	6.50	5.00▼	4.80	
68 Light Machamp	R	3.00	2.80	2.60	
94 Dark Gengar	F	6.50	5.00▼	4.80	
139 Dark Omastar	R	3.00	2.80	2.60	
141 Shining Kabutops	UR	19.50	13.00▼	9.40	
148 Light Dragonair	R	3.00	2.80	2.60	

149 Light Dragonite	F	6.50	5.00▼	4.80
150 Shining Mewtwo	UR	18.25	14.00	9.40
157 Dark Typhlosion	F	6.90	5.00	4.80
160 Dark Feraligatr	F	7.80	5.50	4.90
164 Shining Noctowl	UR	19.25	13.00▼ 2.80	9.40
166 Light Ledian	R	3.00		
168 Dark Ariados	R F	3.00 6.80	2.80 5.00▼	2.60 4.80
169 Dark Crobat	R	3.00	2.80	2.60
171 Light Lanturn 176 Light Togetic	F	6.90	6.00▼	4.80
181 Dark Centerity	F	6.90	5.00▼	4.80
184 Light Azumarill	F	6.90	6.00	4.80
196 Dark Espeon	F	6.50	5.00▼	4.80
201 Unown G	R	3.10	3.00	2.70
201 Unown H	R	3.10	3.00	2.70
201 Unown W	R	3.10	3.00	2.70
201 Unown X	R	3.10	3.00	2.70
208 Shining Steelix	ÜR	20.00	13.00▼	9.40
212 Dark Scizor	F	6.80	5.00▼	4.80
217 Dark Ursaring	Ř	3.00	3.00	2.60
229 Dark Houndoom	F	6.80	5.00▼	4.80
232 Dark Donphan	F	6.80	5.00▼	4.80
233 Dark Porygon 2	F	6.80	6.00▼	4.80
248 Dark Tyranitar	F	6.90	5.00▼	4.80
248 Shining Tyranitar	UR	21.50	17.00▼	10.00
251 Shining Selebi	UR	21.25	17.00▼	10.00
Imposter Oak's Invention	n R	3.00	2.80	2.60
Miracle Energy	F	6.00	5.00	4.80
Mysterious Electric Wa	ive N			
	R	3.00	3.00	2.60
Radio Tower	R	3.00	2.80	2.60
Rock Stadium	R	3.00	3.00	2.60
Study Helmet	R	3.00	3.00	2.60

10 (100	uuiuay		
VS Set	228.25 2	11.5071	94.75
VS Display Box	100.00	75.00	69.50
VS Pack (30 cards)	21.25	15.00	11.50
Uncommon Card	2.50	1.50	1.00
Common Card	0.45	0.25	0.25
	AR UPR		LOW
7 Falkner's Skarmory I			6.40
	F 10.25		
	8.80	7.40	6.40
	F 9.40	7.90▼	
	8.80	7.40	6.40
	9.40	7.90▼	
	F 10.50	8.50▼	
	9.40	7.80	6.40
	8.30	7.50	
	9.80	8.00	
	11.25	9.00	6.80
	9.80	8.00	
	F 8.30	6.70	6.30
	F 8.30	6.70	6.30
Rainbow Energy	8.10	6.60	6.30
			_

Set .	12	7.25 1	09.50 1	07.25		
ster Box	8	81.25 72.25V 63				
ster Pack		3.60	3.10	2.70		
ommon Card		1.60	1.20	0.80		
nmon Card		0.45	0.25	0.20		
CARD NAME	RAR	UPR	MEO	LOW		
Nidoking	R	4.00	3.40	2.70		
Ninetales	R	4.00	3.50	2.90		
Magikarp	R	6.80	3.40	2.70		
Raichu	R	4.10	4.00	3.80		
Dark Alakazam	R	4.00	3.50	2.90		
Dragonite	R	4.00	3.40	2.70		
Team Rocket's M	eowth					
	R	3.30	2.90	2.70		
Rocket's Sneak A	ttack					
	R	4.10	4.00	3.50		
Dark Venusaur		9.80		7.80		
Dark Charizard	F	16.75	12.50▼	11.00		
Moltres	F	9.80	8.50	7.80		
Dark Blastoise	F	11.25	10.00	9.30		
	ister Box ster Pack ommon Card ommon Card omnon Card CARD NAME Nidoking Ninetales Magikarp Raichu Dark Alakazam Dragonite Team Rocket's M Rocket's Sneak A Dark Venusaur Dark Charizard Moltres	ster Box sster Pack ommon Card mmon Card CARD NAME RAR Nidoking R Ninetales R Raichu Park Alakazam R Dragonite R Team Rocket's Meowth R Rocket's Sneak Attack R Dark Venusaur F Dark Venusaur F Dark Venusaur F Dark Venusaur F Dark Charizard F Dark Charizard F Dark Charizard F	ster Box	Ster Box		

40	Rocket's Sneak A	ttack						
		R	4.10	4.00	3.50			
41	Dark Venusaur	F	9.80	8.50▼	7.80			
42	Dark Charizard	F	16.75	12.50♥	11.00			
43	Moltres	F	9.80	8.50	7.80			
44	Dark Blastoise	F	11.25	10.00	9.30			
45	Articuno	F	9.80	8.20▼	7.20			
46	Zapdos	F	9.80	8.50	7.80			
47	Gengar	F	9.80	7.50	6.40			
48	Machamp	F	9.00	7.00	6.40			
E-CARD SERIES 1 (128 cards)								
E-C	ard Series 1 Set	2	74.00 2	28.00 72	16.50			
Star	rter Box		95.50	01 00 7	02 50			
Starter Box 95.50 91.00 ₹ 86.50								

E-CARD SERIES 1 (128 cards)									
E-Card Series 1 Set	E-Card Series 1 Set 274.00 228.00 216.50								
Starter Box			91.00▼						
Booster Box			74.75▼	73.50					
Starter Deck	1		10.00▼	10.00					
Booster Pack		3.70	3.00	2.60					
Uncommon Card Common Card		1.00	1.00	0.90					
CD# CARD NAME	RAR	UPR		LOW					
65 Venusaur	R	3.00							
66 Butterfree	R	3.00	3.00						
67 Arbok	R	3.00	3.00						
68 Vileplume	R	3.00	3.00						
69 Weezing	R	3.00							
70 Meganium	R	4.00	3.00	2.70					
71 Charizard 72 Ninetales	R R	3.00	3.00						
73 Rapidash	R	3.00	3.00	2.70					
74 Typhlosion	R	4.00	3.00	2.70					
75 Magby	R	4.00	3.00	2.70					
76 Blastoise	R	4.00	3.00	2.70					
77 Poliwrath	R	3.00	3.00	2.70					
78 Cloyster	R	3.00	3.00	2.70					
79 Kingler	R	3.00	3.00	2.70					
80 Feraligatr	R	4.00	3.00	2.70					
81 Raichu 82 Pichu	R R	4.00	3.00	2.70					
OZ PICITU	n	4.00	5.00	2.70					

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)! \$109}



2.90 2.20 2.90

1.80 2.00 2.00

3.00 3.00

3.00 2.90

3.00

3.00

3.00

3.00 3.00 2.10

2.00 2.40 2.90 2.00 2.00 2.00

Pokémon





			di manana		
83	Ampharos	R	3.00	3.00	2.70
84	Alakazam	R	3.00	3.00	2.70
85	Gengar	R	4.00	3.00	2.70
86	Mewtwo	R	4.00	3.00	2.70
87	Mew	R	4.00	3.00	2.70
88	Dugtrio	R	3.00	3.00	2.70
89	Machamp	R	3.00	3.00	2.70
90	Golem	R	3.00	3.00	2.70
91	Pidgeot	R	3.00	3.00	2.70
92	Fearow	R	3.00	3.00	2.70
93	Clefable	R	4.00	3.00	2.70
94	Dragonite	R	4.00	3.00	2.70
95	Tyranitar	R	4.00	3.00	2.70
96	Skarmory	R	3.00	3.00	2.70
97	Venusaur	F	8.00	7.30	6.00
98	Butterfree	F	7.00	6.00	3.70
99	Arbok	F	7.00	6.00	5.50
100	Vileplume	F	7.00	6.00	-5.50
101	Weezing	F	7.00	6.00	5.50
102	Meganium	F	9.00	7.00	5.50
103	Charizard	F	18.25	12.00▼	11.00
104	Ninetales	F	7.00	6.00	5.50
105	Rapidash	F	7.00	6.00	3.70
	Typhlosion	F	9.00	7.00	5.50
	Magby	F	8.00	7.00	3.70
	Blastoise	F	9.50	8.00₹	7.30
	Poliwrath	F	7.00	6.00	3.70
110	Cloyster	F	7.00	6.00	2.70
	Kingler	F	7.00	6.00	2.70
	Feraligatr	F	9.50	7.00	4.60
	Raichu	F	9.00	7.00	4.60
	Pichu	F	8.50	7.30▼	7.00
	Ampharos	F	7.00	6.00	2.70
	Alakazam	F	7.00	7.00	3.70
	Gengar	F	7.50	7.00	2.70
	Mewtwo	F	8.00	7.00	2.70
	Mew	F	9.00	7.00	2.70
	Dugtrio	F	7.00	6.00	2.70
	Machamp	F	7.00	6.00	3.70
	Golem	F	7.00	7.00	3.70
	Pidgeot	F	7.00	6.00	3.70
	Fearow	F	7.00	6.00	4.60
	Clefable	F	7.50	7.00	4.60
126	Dragonite	F	8.00	7.00	4.60
	Tyranitar	F	10.50	8.00	4.60
128	Skarmory	F	7.00	6.00	5.50
	E-CARD SE	RIES 2	? (92 ca	rds)	
-					

124 Fearow	F	7.00	6.00	4.60
125 Clefable	F	7.50 8.00	7.00	4.60
126 Dragonite 127 Tyranitar	F	10.50	8.00	4.60
128 Skarmory	F	7.00	6.00	5.50
E-CARD SE	RIES 2	2 (92 ca	rds)	
E-Card Series 2 Set	2	14.752	01.50 1	
Booster Box				73.50
Booster Pack		3.70	3.00	2.60
Uncommon Card Common Card		1.00	0.90	0.50
CD# CARD NAME	RAR		MED	LOW
4 Muk	R	3.00	2.70▼	2.50
5 Muk	F	7.00	6.00	4.60
8 Ariados	R	3.70	3.00	2.80
9 Ariados	F	7.00	7.00	6.00
12 Jumpluff	R	3.00	2.70▼	2.50
13 Jumpluff 16 Arcanine	F R	7.00	6.00 3.70	5.50
16 Arcanine 17 Arcanine	F	10.00	7.00	4.60
25 Azumarill	R	4.00	2.80▼	
26 Azumarill	F	8.00	7.00	4.60
30 Suicune	R	4.00	2.80▼	
31 Suicune	F	7.00	7.00	4.60
35 Electrode	R	3.00	2.70▼	
36 Electrode	F	7.00	6.00	4.60
37 Zapdos	R F	4.00 9.00	3.70 7.00	2.80 6.40
38 Zapdos 41 Hypno	R	3.00	2.70▼	
42 Hypno	F	7.00	6.40▼	
45 Espeon	R	4.00	2.80▼	
46 Espeon	F	7.00	7.00	6.40
48 Nidoking	R	4.00	2.70▼	
49 Nidoking	F R	7.00	7.00	5.50 2.70
61 Togetic 62 Togetic	F	4.00 9.00	2.80 ▼ 7.00	4.60
65 Blissey	Ŕ	4.00	2.70▼	2.50
66 Blissey	F	7.00	7.00	6.40
67 Umbreon	R	4.00	2.80	
68 Umbreon	F	7.00	7.00	4.60
70 Houndoom	R	4.00	2.80	
71 Houndoom 73 Magneton	F R	9.00	7.00 2.70 ▼	4.60 2.50
74 Magneton	n F	7.00	6.00	4.60
74 Wagneton	'	7.00	0.00	4.00

o), printy	and hard and								
E-CARD SE	RIES 3 (90 ca	rds)							
E-Card Series 3 Set 196.75 192.75▼189.00									
Booster Box		65.75▼							
Booster Pack	3.70	3.00	2.60						
Uncommon Card	non Card 1.00 1.00								
Common Card	0.25	0.25	0.25						
CD# CARD NAME	RAR UPR		LOW						
3 Vileplume	R 4.00		2.70						
4 Vileplume	F 7.50	7.00	4.60						
10 Victreebel	R 4.00	2.80▼	2.70						
11 Victreebel	F 7.50		7.00						
13 Exeggutor	R 4.00	3.00	2.70						
14 Exegguter	F 7.50		5.50						
19 Bellossom	R 4.00 F 7.50		2.70						
20 Bellossom 22 Ninetales	F 7.50 R 4.00	7.00 2.80	4.60 2.70						
22 Ninetales 23 Ninetales	F 7.50	7.00	5.50						
26 Entei	R 4.60	4.00	3.00						
27 Entei	F 12.00	7.00	4.60						
29 Tentacruel	R 4.00	3.00	2.70						
30 Tentacruel	F 7.50	7.30▼	7.00						
39 Octillery	R 4.00	4.00	3.00						
40 Octillery	F 8.00	7.00	4.60						
41 Kingdra	R 4.00	3.00	2.70						
42 Kingdra	F 7.50	7.00	5.50						
44 Lanturn	R 4.00		3.00						
45 Lanturn	F 8.00	7.00	5.50						
48 Ampharos	R 4.00	3.00	2.70						
49 Ampharos	F 7.50	7.00	6.40						
52 Slowking	R 4.60	4.00	2.80						
53 Slowking	F 7.50		4.60						
57 Sudowoodo	R 4.00		2.70						
58 Sudowoodo	F 8.00		7.00						
70 Tyranitar	R 4.00	3.00	2.70						
71 Tyranitar	F 9.50	7.30	7.00						
72 Steelix	R 4.60 F 9.50	4.00 7.30▼	3.00 7.00						
73 Steelix 74 Scizor	F 9.50 R 4.00	3.00	2.70						
75 Scizor	F 9.50		4.60						
85 Crystal Energy	SU 5.00	4.60▼	3.00						
86 Boost Energy	SU 5.00	4.60▼	3.00						
87 Warp Energy	SU 5.00	4.60▼							
88 Nidoking	SRF 32.00								
89 Kingdra	SRF 32.00	12.00▼							
90 Lugia	SRF 25.50	14.00▼							
	ETC P DDOM								
SPECIAL SETS & PROMOS									

89 Kingdra	SRF 32.00			110 Weezing
90 Lugia	SRF 25.50	14.00▼	12.00	112 Rhydon 117 Seadra
SPECIA	AL SETS & PRON	108		123 Scyther
SOUTHERN ISLAND	S SET UPR	MED	LOW	126 Magmar
Southern Island Se				128 Tauros
		27.75▼		138 Omanyte
Southern Island Se		25.00▼		150 Mewtwo
Beach set of 3		9.00		Pokémon Re-Te
Slowking (Yadokin	g) 4.00	3.00▼		Pokémon Tower
8 Wartortle	3.00 3.00	2.00 3.00▲		Checklist #1
103 Exeggutor Field of Flowers se	3.00	9.00		Checklist #2
Ledyba (Rediba)				Checklist #3
12 Butterfree	3.00	2.00	1.70	Checklist #4
39 Jigglypuff	3.00	2.00	1.70	Checklist #5 Jumbo promo s
Jungle set of 3	5.00 3.00 3.00 9.00	9.004		Juliuo piolilo s
45 Vileplume	9.00 4.00 3.00 3.00	4.00	3.00	25 Pikachu
57 Primeape	3.00	2.00	1.70	150 Mewtwo
108 Lickitung	3.00	2.00	1 /()	151 Mew
Riverside set of 3	15.00	10.25▼	10.00	65 Alakazam (
Togepi	6.00	5.20▼	4.00	00 / 1101111111111111111111111111111111
2 İvysaur	3.00		1.70	68 Machamp
20 Raticate	3.00			
Sea set of 3	12.75			76 Golem (Jur
Marrill	6.90			
73 Tentacruel	3.00	2.00		94 Gengar (Ju
131 Lapras	3.30	2.40	1.50	
Sky set of 3	11.50	2.00	1.70	139 Omastar (J
18 Pidgeot 95 Onix	3.00	2.00		# Management
151 Mew	3.30 11.50 3.00 3.00 8.70	6.00▼		# McDONALD 1 Bulbasaur
# JUMBO VEND	NG UPR	MED	LOW	4 Charmande
Jumbo 1 Complete				7 Squirtle
		48.00▲		25 Pikachu
Jumbo 1 sheet - ui	npeeled (blue ba			27 Sandshrew
	4.20	4.20▼	4.10	37 Vulpix
Jumbo 1 Common	card 0.40	0.35	0.30	43 Oddish
Jumbo 1 Common 1 Bulbasaur 4 Charmander	U 1.40	1.10	0.80	63 Abra
4 Charmander	U 1.40	1.10	0.80	79 Slowpoke
7 Squirtle	U 1.40			152 Chikorita
11 Metapod	U 1.40	1.10	0.80	155 Cyndaquil
and abanddi		ha C.		

	Pikachu	U	10.75	1.70▼	1.10
29	Nidoran (F)	C	3.30	2.30	1.30
35	Clefairy	U	1.40	1.10	0.80
	Wigglytuff	U	1.40	1.10	0.80
61	Poliwhirl	U	1.40	1.10	0.80
62	Poliwrath	U	1.40	1.10	0.80
78	Rapidash	U	1.40	1.10	0.80
	Lickitung	U	1.40	1.10	0.80
	Chansey Mr. Mime	U	4.90 1.40	1.70▼	1.10
127	Pinsir	U	1.40	1.10	0.80
	Snorlax	Ü	1.40	1.10	0.80
	Mewtwo	Ŭ	7.90	1.70▼	1.10
	vate Fossil	Ŭ	7.90	5.40▼	3.00
	n Stone	Ū	7.90	5.40▼	3.00
	bo 2 Complete Set	(18			(;)
				58.75 7	
Jum	bo 2 sheet - unpeel	ed (red back	c; 3 cds/	pg)
			3.70	3.20▼	
	bo 2 Common card		0.35	0.25	0.20
21	Spearow	C	0.70	0.60	0.40
26 27 -	Raichu Sandshrew	C	5.40	0.90	0.70
75	Graveller	Ü	1.40	1.00	0.60
	Magneton	Ü	1.40	1.10	0.80
87	Dewgong	Ü	0.80	0.70	0.60
88	Grimer	Č	1.40	1.00	0.60
95	Onix	Ŭ	1.40	1.10	0.80
	Hitmonlee	Ŭ	3.40	2.40▼	1.50
107	Hitmonchan	U	0.80	0.70	0.60
124	Jynx	U	3.40	2.40▼	1.50
	Marowak	Ū	0.80	0.70	0.60
	Electabuzz	C	3.30	2.30	1.30
131	Lapras	C	3.30	2.30	1.30 1.30 0.70
132	Ditto Omanute	U	5.40	0.90V	1.50
	Omanyte Kabuto	U	3.40	2.40▼ 2.40▼	1.50
	Aerodactyl	U	7.40	0.90▼	0.70
144	Articuno	U	3.40	2.40▼	1.50
145	Zapdos	Ŭ	3.40	2.40▼	1.50
	Moltres	Ū	7.40	0.90▼	0.70
	tal of Wellness	C	7.80	5.30▼	2.80
Flas		U	6.60	4.60▼	2.50
Mas	ter Ball	U	5.30	3.70▼	2.10
	er Guard	С	3.30	2.30	1.30
Jum	bo 3 Set (18 sheets	; 52			
				46.50▲	
Jum	bo 3 sheet - unpeel	ed (
Luma	h = 0 Camanan and		4.20	4.00▼	3.00
Jum 17	bo 3 Common card	U	0.70	0.60	0.40
24	Pidgeotto Arbok	U	0.80	0.70	0.60
28	Sandslash	C	1.40	1.00	0.60
30		Ü	1.40	1.10	0.80
33	Nidorino	Ŭ	3.40	2.40	1.50
55	Golduck	Ū	0.80	0.70	0.60
64	Kadabra	U	0.80	0.70	0.60
69	Bellsprout	C	3.30	2.30	1.30
70	Weepinbell	U	3.40	2.40	1.50
75	Graveler	С	1.40	1.00	0.60
77	Ponyta	C	2.70	1.90	1.10 1.30
92	Gastly	С	3.30	2.30	1.30
93	Haunter	U	3.40	2.40	1.50
97 99	Hypno Vingler	U	0.80 3.40	0.70 2.40▼	0.60
	Kingler Weezing	Ü	0.80	0.70	1.50
	Rhydon	Ü	1.40	1.10	0.80
117	Seadra	Ü	0.80	0.70	0.60
	Scyther	Ü	7.20	4.30▼	2.40
126	Magmar	Ŭ	0.80	0.70	0.60
128	Tauros	С	1.40	1.00	0.60
138	Omanyte	U	1.40	1.10	0.80
150	Mewtwo	C	4.40	0.90	0.60
	émon Re-Teleport	C	3.30	2.30	1.30
	émon Tower	U	5.30	3.70▼	2:10
	cklist #1		1.50	1.40	1.20
	cklist #2 cklist #3		1.50	1.40 1.40	1.20 1:20
	cklist #3 cklist #4		1.50	1.40	1.20
	cklist #5		1.50	1.40	1.20
	nbo promo sheet (#0	00 0			
	,		37.25	34.50▼	30.50
25	Pikachu	R	23.75	18.75▼	15.00
	Mewtwo	R	14.75	8.00	7.70
	Mew	R	20.00	11.50	7.70
65	Alakazam (Jumbo	3 m		F0.00-	4.00
68	Machamp (Jumbo	F 3 n		50.00 v	4.80
76	Golem (Jumbo 3 n			5.00▼	4.70
94	Gengar (Jumbo 3 i			5.00▼	4.70
139	Omastar (Jumbo 3			5.00	4.70
#	McDONALD'S E-CA	F RD	50.00 SETUPR	5.00▼ MED	4.70 LOW
1	Bulbasaur	- 63	1.90	1.90	1.80
4	Charmander	F	6.40	6.00	5.50
7	Squirtle	Ė	4.60	4.20	3.80
25	Pikachu	Ė	6.40	6.00	5.50
27	Sandshrew		1.90	1.90	1.80
37	Vulpix		1.90	1.90	1.80
43	Oddish		1.90	1.90	1.80
63	Abra	_	1.90	1.90	1.80

		_		
10.75	1.70▼	1.10	158 Totodile 1.90 1.90 1.80	59 Arcanine
3.30	2.30	1.30 0.80	170 Chinchou 1.90 1.90 1.80 177 Natu 1.90 1.90 1.80	63 Sabrina's A 65 Alakazam
1.40	1.10	0.80	179 Mareep 1.90 1.90 1.80	68 Machamp
1.40	1.10	0.80	183 Marill 1.90 1.90 1.80	72 Misty's Ter
1.40	1.10	0.80	231 Phanpy 1.90 1.90 1.80 246 Larvitar F 4.60 4.20 3.80	76 Golem 77 Ponyta
1.40	1.10	0.80	Fighting Energy F 4.40 3.80 3.20	78 Rapidash
4.90 1 1.40	1.70▼ 1.10	1.10 0.80	Fighting Energy 1.90 1.90 1.80 Fire Energy F 4.20 3.40 2.50	79 Slowpoke83 Farfetch'd
1.40	1.10	0.80	Fire Energy F 4.20 3.40 2.50 Fire Energy 1.90 1.90 1.80	94 Gengar
1.40	1.10	0.80	Grass Energy F 4.60 4.20 3.80	95 Brock's Or
7.90 7.90	1.70▼ 5.40▼	1.10 3.00	Grass Energy 2.40 2.30 2.10 Lightning Energy F 4.60 4.20 3.80	103 Exeggutor 104 Cubone
7.90	5.40▼	3.00	Lightning Energy 2.40 2.30 2.10	115 Kangaskh
8 sheets;			Psychic Energy F 4.60 4.20 3.80	
red bac	58.75 7 k: 3 cds/	53.25 (ng)	Psychic Energy 2.40 2.30 2.10 Water Energy F 4.60 4.20 3.80	120 Misty's St 124 Jynx
3.70	3.20▼	2.60	Water Energy 2.40 2.30 2.10	124 Jynx
0.35	0.25	0.20	OTHER PROMOS/PACKAGES UPR MED LOW	125 Electabuzz
0.70 5.40	0.60 0.90		ANA Promo set 1998 117.50 89.75▲ 62.25 ANA Promo set #1 1999 117.50 89.75▲ 62.25	125 Lt. Surge's 129 Magikarp
1.40	1.00	0.60	ANA Promo set #2 1999 82.00 69.00 56.25	131 Lapras
J 0.80 J 1.40	0.70 1.10	0.60	ANA Promo set 2000 (2 cards)	133 Eevee
0.80	0.70	0.60	80.00 64.75▼ 49.75 ANA Promo set 2001 (2 cards)	133 Eevee 134 Vaporeon
1.40	1.00	0.60	83.00 66.75▼ 50.75	135 Lt. Surge's
J 1.40 J 3.40	1.10 2.40	0.80 1.50	CD single w/Misty with Lapras	135 Jolteon
0.80	0.70	0.60	23.00 19.00▲ 17.25 CD single w/Meowth 19.75 14.25▲ 9.20	136 Flareon 137 Cool Pory
3.40	2.40	1.50	Neo 1 Premium File (9 cards) 10.00 10.00 9.30	137 Porygon
0.80	0.70 2.30	0.60 1.30	Neo 2 Premium File (9 cards) 13.50 12.00▲ 10.25	138 Omanyte
3.30	2.30	1.30	Neo 3 Premium File (9 cards) 13.50 12.00 11.25 Pikachu records CD w/10 cards sealed	143 Gluttonou 144 Articuno
5.40	0.90		37.50 34.75▼ 33.50	145 Zapdos
J 3.40 J 3.40	2.40▼ 2.40▼	1.50 1.50	Promo Card Intropack (82 cards w/video, sealed)	145 Zapdos (B 146 Moltres
7.40	0.90▼	0.70	50.00 50.00 35.75 Promo Card Intropack (82 cards, sealed)	140 Montes 147 Erika's Dra
3.40 3.40	2.40▼ 2.40▼	1.50 1.50	39.50 35.50▼ 31.75	149 Dragonite
7.40	0.90▼	0.70	# COLOSSAL CARDS UPR MED LOW 6 Charizard (English) 31.75 28.25 25.00	149 Dragonite 150 Mewtwo
7.80	5.30▼	2.80	Girarudan (man w/Moltres, Articuno, Zapdos)	150 Mewtwo (
J 6.60 J 5.30	4.60▼	2.50	27.25 19.75▲ 12.00	150 Mewtwo
3.30	2.30	1.30	Latias & Latios (movie promo) F 6.40 6.00▼ 5.50	150 Mewtwo 151 Ancient Eg
52 cards)			150 MewTwo's Counterattack	131 MIGGILLES
50.25 I (green b	46.50▲ ack: 4 m		24.75 4.30 3.20	151 Ancient Eq
4.20	4.00▼	3.00	Pikachu & Pichu 17.00 14.00 12.25 25 Pikachu Summer Holiday (tubing w/Psyduck	151 Mew (lilyp
0.70 J 0.80	0.60	0.40	& Charmander) 30.00 15.00▲ 12.50	151 Mew (lilyp
0.80	0.70	0.60	Pikachu/Clefairy/Jigglypuff 30.00 15.00 12.75	151 Chining M
1.40	1.00	0.60	Pokémon Park (Pikachu/Poliwhirl/Jigglypuff) 25.00 15.00 12.75	151 Shining M 151 Mew
J 1.40 J 3.40	1.10 2.40	0.80	Pokémon Valley (Pikachu & others w/waterfall)	151 Mew (Blk
0.80	0.70	0.60	40.00 15.00 11.00 Zapdos/Articuno/Moltres 28.50 12.00 9.50	152 Chikoria 152 Chikorita (
J 0.80 3.30	0.70 2.30	0.60 1.30	# PROMO SINGLES UPR MED LOW	153 Bayleef (N
3.40	2.40▼	1.50	2 Ivysaur (GB) 4.80 4.70 4.50 3 Dark Venusaur (GB)F 6.70 6.50 6.20	154 Meganium
1.40	1.00	0.60	3 Dark Venusaur (GB)F 6.70 6.50 6.20 3 Venusaur (GB) F 6.70 6.50 6.20	154 Meganium
2.70	1.90	1.10	3 Venusaur (lightning icon)	
3.40	2.40▼	1.50	F 8.70 6.00▼ 5.00 3 Venusaur (Blk Star #12)	155 Cyndaquil 155 Cyndaquil
0.80	0.70	0.60	F 6.70 6.50 6.20	156 Quilava (N
J 3.40 J 0.80	2.40 V 0.70	1.50	6 Charizard (lightning icon)	157 Typhlosio
J 1.40	1.10	0.80	F 22.50 17.25▼ 8.00 6 Charizard (Neo 2 Prem.)	157 Typhlosio
J 0.80 J 7.20	0.70 4.30▼	0.60 2.40	F 15.00 12.75 10.25	
0.80	0.70	0.60	6 Charizard (Blk Star #13) F 9.80 9.20 8.60	158 Totodile († 158 Totodile
1.40	1.00	0.60	F 9.80 9.20 8.60 9 Blastoise (lightning icon)	159 Croconaw
J 1.40 3 4.40	1.10	0.80	F 13.00 6.00▼ 5.00	160 Feraligatr
3.30	2.30	1.30	9 Blastoise (Blk Star #14) F 9.30 8.20 7.10	160 Feraligatr
J 5.30	3.70▼ 1.40		22 Dark Fearow (GB) 7.70 7.50 7.20	100 Totaligati
1.50	1.40	1.20	25 Pikachu Snap (camera icon)	171 Lanturn (F
1.50	1.40	1:20	8.00 8.00 6.20 25 Flying Pikachu 14.75 7.30 6.00	172 Pichu (Ne 172 Pichu Bro
1.50 1.50	1.40	1.20 1.20	25 Flying Pikachu 46.50 8.00 ▼ 7.50	
on back)			25 Flying Pikachu (w/plane) 46.50 8.00 ▼ 6.20 25 Surfing Pikachu 65.75 45.00 ▼ 32.50	172 Pichu (Bl 172 Pichu (Bl
37.25	34.50▼		25 Surfing Pikachu 65.75 45.00 ₹ 32.50 25 Surfing Pikachu (w/mountain)	173 Cleffa
R 23.75	18.75▼ 8.00	7.70	115.75 86.50 ₹ 52.25	174 lgglybuff
20.00		7.70	25 Pikachu (leaves in background) 42.50 19.25▼ 16.25	175 Togepi 175 Togepi (B
mail-in)	50.00▼	4.80	25 Birthday Pikachu F 112.25 95.00▼ 50.00	182 Bellosson
mail-in)	30.00	4.00	25 Birthday Pikachu 2 (comic book)	183 Marill
F 50.00	5.00▼	4.70	19.75 17.50 15.25 25 Pikachu (Blk Star #4) 15.75 13.25 11.00	185 Sudowoo
il-in) F 50.00	5.00▼	4.70	25 Pikachu (Blk Star #21) 15.25 12.50 9.70	187 Hoppip
ail-in)			25 Pikachu (Blk Star #38) 15.25 12.50 9.70	187 Hoppip (E
F 50.00	5.00▼	4.70	25 Pikachu (Blk Star #44)16.00 14.25 12.25 25 Pikachu (McDonald's) 15.25 12.50 9.70	191 Sunkern 198 Murkrow
nail-in) F 50.00	5.00▼	4.70	34 Giovanni's Nidoking 12.25 10.50 ▼ 8.70	199 Slowking
O SETUPR	MED	LOW	39 Jigglypuff 4.20 4.20 4.10 50 Diglett 6.20 5.50 4.70	208 Steelix
1.90	1.90 6.00	1.80 5.50	50 Diglett 6.20 5.50 4.70 51 Dugtrio 4.20 4.20 4.10	244 Entei (Ned 248 Rocket's 1
4.60	4.20	3.80	52 Team Rocket's Meowth 4.20 4.20 4.10	
6.40	6.00	5.50	52 Meowth 6.20 5.50 4.70 52 Meowth 6.20 5.50 4.70	251 Celebi (Nei
1.90	1.90 1.90	1.80	53 Dark Persian 4.20 4.20 4.10	Boost Energy (
1.90	1.90	1.80	54 Psyduck 6.20 5.50 4.70	Crystal Energy
1.90	1.90 4.20	1.80 3.80	56 Mankey 7.50 6.30 5.20 56 Brock's Mankey 6.20 5.50 4.70	Warp Energy (
4.80	4.20	4.50	58 Blaine's Growlithe 6.20 5.50 4.70	p E.lorgy (
1.70	1.40	1.10	58 Growlithe (Blk Star #30) 6.20 5.50 4.70	
101/00	144	****	It's available now from	n vour loc

i	59 Arcanine 4.20	4.20	4.10
١	63 Sabrina's Abra (Coro) 6.20 65 Alakazam 8.80	5.50 7.20	4.70 5.60
ı	oo wachamp b.20	5.50 6.30	4.70
ı	72 Misty's Tentacool 7.50 76 Golem 6.20		5.20
ı	76 Golem 6.20 77 Ponyta 6.20	5.50 5.50	4.70 4.70
١	78 Rapidash (Blk Star #11) 8.80	7.20	5.60
ı	79 Slowpoke 6.20 83 Farfetch'd 8.80	5.50 7.20	4.70 5.60
	94 Gengar 6.20	5.50	4.70
١	95 Brock's Onix 7.50 103 Exeggutor (bilingual) 6.20	6.30 5.50	5.20 4.70
Į	104 Cubone 6.20	5.50	4.70
	115 Kangaskhan (transparent Poké F 6.20		4.70
١	120 Misty's Staryu 6.20	5.50	4.70
ı	124 Jynx 6.20 124 Jynx 6.20	5.50 5.50	4.70
١	125 Electabuzz 6.20	5.50	4.70
	125 Lt. Surge's Electabuzz 8.80 129 Magikarp 6.20	7.20 5.50	5.60 4.70
	131 Lapras 7.50	6.30	5.20
	133 Eevee 7.50 133 Eevee 6.20	6.30	5.20 4.70
ı	134 Vaporeon 6.20	5.50	4.70
ı	135 Lt. Surge's Jolteon 6.20	5.50 5.50	4.70 4.70
ı	136 Flareon 4.20	4.20	4.10
ı	137 Cool Porygon F 9.00 137 Porygon 6.20	6.80 v	4.50 4.70
l	138 Omanyte 6.20	5.50 5.50	4.70
	143 Gluttonous Snorlax F 9.00	7.70 v	6.30
	144 Articuno 6.20 145 Zapdos 4.20 145 Zapdos (Blk Star #24) 4.20	5.50	4.70 4.10
ı	145 Zapdos (Blk Star #24) 4.20 146 Moltres 4.20	4.20	4.10
	147 Erika's Dratini 4.20	4.20	4.10
	149 Dragonite (GB) F 10.75	7.70 v 6.90 v	4.80
	149 Dragonite 26.00 150 Mewtwo 6.20	5.50	5.50 4.70
ł	150 Mewtwo (GB) 6.20	5.50	4.70
1	150 Mewtwo (Blk Star #46) 6.20	5.50 5.50	4.70
	151 Ancient Egypt Mew - glitter		
	F 55.25 151 Ancient Egypt Mew - sparkle	31.25▼	
	F 52.50 151 Mew (lilypad, glossy) 31.00	31.25▼ 17.50▼	14.25 6.20
	151 Mew (lilypad, non-glossy)		
	6.20 151 Shining Mew F 18.75	5.50 10.25	4.70 8.00
Ì	151 Mew 6.20	5.50	4.70
	151 Mew (Blk Star #33) 4.20 152 Chikoria 6.20	4.20 5.50	4.10 4.70
	152 Chikoria 6.20 152 Chikorita (Neo 1 Prem.) 4.20 153 Bayleef (Neo 1 Prem.) 6.20	5.50 4.20	4.10
	154 Meganium (Neo 1 Prem)		4.70
	F 6.30 154 Meganium (Blk Star #15)	5.00▼	4.50
	F 11.00	9.00	7.00
	155 Cyndaquil (Neo 1 Prem.) 6.20 155 Cyndaquil 6.20	5.50 5.50	4.70
	156 Quilava (Neo 1 Prem.) 6.20	5.50	4.70
	157 Typhlosion (Neo 1 Prem.) F 7.70	5.00▼	4.00
	157 Typhlosion (Blk Star #17)		
	F 11.00 158 Totodile (Neo 1 Prem.) 6.20	9.00 5.50	7.00 4.70
	158 lotodile 5.20	5.50	4.70
	159 Croconaw (Neo 1 Prem.) 6.20 160 Feraligatr (Neo 1 Prem.)	5.50	4.70
	F 7.70	5.00▼	4.00
	160 Feraligatr (Blk Star #16) F 9.00	7.70	6.30
	171 Lanturn (Blk Star #31) 4.20	4.20	4.10
	172 Pichu (Neo 2 Prem.)F 9.00 172 Pichu Brothers (Blk Star #28)	7.70	6.30
	6.20	5.50	4.70
	172 Pichu (Blk Star #32) 6.20 172 Pichu (Blk Star #45) 6.20	5.50 5.50	4.70 4.70
	173 Cleffa 6.20	5.50▼	4.70
	174 lgglybuff 4.20 175 Togepi 18.50	4.20 6.90▼	4.10 5.50
	175 Togepi (Blk Star #37) 6.20	5.50 5.50	4.70 4.70
	182 Bellossom 6.20 183 Marill 6.20	5.50 v	4.70
	185 Sudowoodo (Neo 3 Prem.)	E E0	4.70
	6.20 187 Hoppip 6.20	5.50 5.50	4.70
	187 Hoppip (Blk Star #29) 6.20	5.50	4.70 2.30
	191 Sunkern 3.40 198 Murkrow 7.10 199 Slowking F 11.25	2.90 6.20	5.20
		9.20 v	7.30
	208 Steelix F 9.20 244 Entei (Neo 2 Prem.) F 9.00	7.70	6.50
i	248 Rocket's Tyranitar (VS #142/1	41)	
	F 9.00 251 Celebi (Neo 3 Prem.)F 9.00	7.70 7.70	6.30
	Boost Energy (Blk Star #40) F 9.00	7.70	6.30
	Crystal Energy (Blk Star #39)		
	Warp Energy (Blk Star #41)	7.70	
	F 4.80	4.70	4.50
	n your local game ret		
1	929 (www.krausebook	S.CO	m)!



Buffy/Dragon Ball Z

4	3	56	Fy	
the co	Mari	ril.	lije.	

PERGANUM PROPHI	CY (20	0 cards)	
Pergamum Prophecy Set 3	47.75	345.75▲3	43.50
		85.50▼	
Booster Box	94.75		
Starter Deck	12.00		9.90
Booster Pack	3.90	3.50▼	3.10
Rare card	3.10	2.80	2.50
Uncommon card	1.00	0.60	0.50
Common card	0.25	0.20	0.10
Personality card (P)	2.80		2.00
PREVIEW CARDS RAP		MED	LOW
Alley C	0.45		0.20
Breaking the Bones U	1.30		1.00
Hide Until It Goes Away R	3.30		3.00
Manacles R	5.00		3.00
Principal Snyder U	1.00		1.00
Sunnydale High School Lot			
C	0.45	0.25	0.20
CARD NAME RAF		MED	LOW
Angel (#146) R	5.30		3.00
Angel (#147) R	5.30		
Buffy Summers (#182) UR			21.00
Buffy Summers (#148) R	6.90		
Circle of Kayless R	3.80		
Decisions, Decisions R	3.80	3.10▼	2.60
Join the Pep-Squad R	3.80	3.10▼	2.60
Master Bones R	3.80	3.10▼	
Primal Connection UR	27.50	21.00	16.00
Spike (#158) R	5.60	4.30▼	3.30
Spike (#159) R	5.60	4.30 ▼	3.30
	22.00		16.00
The Master (#181) UR	35.00	22.00	17.00
The Master (#160) R		3.80▼	3.10
The Master Returns R Willow Rosenberg (#151) R	4.00	3.30▼	2.60
Willow Rosenberg (#151) R	3.80		
Willow Rosenberg (#152) R	3.80	3.10▼	3.00
ANGEL'S CURSE	/125 es	rds)	
		300.00	275.00
Angel's Curse Booster Box			
Angel's Curse Booster Pack			3.00
Rare card	3.00		2.50
Uncommon card	1.00	1.00	0.70
Common card	0.25		0.70

Angel's Curse Booster	Box 1	13.00	97.00	82.50
Angel's Curse Booster	Pack	3.50	3.50	3.00
Rare card		3.00	2.90	2.50
Uncommon card		1.00	1.00	0.70
Common card		0.25	0.20	0.10
PREVIEW CARDS	RAR	UPR	MED	LOW
Forceful Persuasion	C	0.45	0.25	0.20
Home Again	Ū	1.30	1.00	1.00
Lily	R	4.70	3.50	3.00
CARD NAME	RAR	UPR	MED	LOW
Angel	R	5.00	4.00	3.80
Breaking Free	R	4.00	3.60	3.00
Buffy Summers	R	6.00	4.50▼	3.80
Cordelia (#91)	R	4.70	4.00	3.40
Drusilla	R	4.30	4.00	3.40
Orb of Thesulah	R	4.00	3.50▲	3.00
Principal Snyder	R	4.00	3.60▲	3.00
Rupert Giles	R	4.00	3.60▲	3.00
Silver Locket	R	4.00	3.50▲	3.00
Slayer's Burden	R	4.00	3.60▲	3.00
Spike	R	5.00	4.00	3.80
St. du Lac Mausoleum	UR	37.50	19.75▲	17.00
The Judge	R	4.00	3.60▲	3.00
The Master	R	4.00	4.00	3.00
Vampiric Expertise	R	4.00	4.00	3.00
Willow Rosenberg	R	4.30	4.00	3.40
Wrath of Angelus	UR	30.50	19.75▲	17.00
PLACE DE	100 20	100 ann	del	
Class of '00 act				75.00
Class of '99 set		2/5.00	275.00 2	2/5.00

CLASS OF '99 (266 car	ds)	
	275.00 2	
	450.00 4	150.00
Booster Box 95.50	92.00	88.50
Starter Deck 10.50	10.00	9.50
Theme Deck 10.50		9.50
Booster Pack 3.50		3.40
Foil Rare card 6.50		5.00
Foil Uncommon card 3.00		2.00
Foil Common card 1.30		0.90
Foil Fixed card (X) 3.80		2.00
Rare card 3.40		2.40
Uncommon card 1.00	0.80▼	
Common card 0.25		0.15
Essence card (E) 4.30	3.50	2.80
Fixed card (X) 2.50 PREVIEW CARDS RAR UPR	1.50▲	1.00
	*********	LOW
Espresso Pump U 1.00	1.00	0.80
Freshman Year U 1.00		0.80
Initiative Commandos C 0.25		0.20
Maggie Walsh R 3.80		3.00
Riley Finn R 3.80		3.00
UC Sunnydale Commons C 0.25 CARD NAME RAR UPR		0.20
		LOW
A Crazy Plan R 4.10 Ambushed R 4.10		
Angel (#120) R 4.50		3.00
Angel (#121) R 4.50		
Angel (#241) E 5.00		
Anyanka (#122) R 4.10		
Ascension of Olivikan R 4.10		3.00
"Bad Girls" Part 2 R 4.10		
Balthazar R 4.10		3.00
"Band Candy" Part 2 R 4.10		
Band Candy Warehouse R 4.10		3.00
Been There, Killed That R 4.10		3.00
Books of Ascension UR 36.25	28.50	18.75

Bored Now	R R	4.10 4.10	3.50	3.00
Box of Gavrok Buffy	E	5.00	3.50 A 5.00	4.80
Buffy Bizarro (#252)	Е	5.00	4.50▼	4.00
Buffy Summers (#124) Buffy Summers (#125)	R	4.10 4.10	3.50A	3.00
Calling In the Heavy Art	illerv			
Candy Bars	UR R	31.25 4.10	3.50▲	
City Hall	UR	42.50	31.00▲	
Commencement Cerem	nonie: R	4.10	3.50▲	3.00
Compound Bow	R	4.10 4.10	3.50▲	3.00
Cordelia (#126) Cordelia (#254)	R E	5.00	3.50▲ 4.50▼	3.00 3.50
Crushing Blow	R	4.10	3.50▲	3.00
Day of Ascension Demon in Sheep's Cloti		46.25	33.50▲	18.75
	R	4.10	3.50▲	3.00
Faith (#127) Faith (#128)	R R	4.10 4.10	3.50▲	3.00
Faith (#129)	R	4.10	3.50▲	3.00
Faith (#130) Flamma Vitae	R R	4.10 4.10	3.50▲ 3.50▲	3.00
Fountain Quad	R	4.10	3.50▲	3.00
Glove of Myhnegon "Graduation Day" Part	R 2 R	4.10 4.10	3.50▲ 3.50▲	3.00
Gwendolyn Post	R	4.10	3.50▲	3.00
Kicking Demon Ass "Lover's Walk" Part 2	R R	4.10 4.10	3.50▲	3.00
Make It a Double	R	4.10	3.50▲	3.00
Mask of Ovu Mobani Mayor Richard Wilkins	R III (#	4.10	3.50▲	3.00
	R	4.10	3.50▲	3.00
Mayor Richard Wilkins	III (#	133) 4.10	3.50▲	3.00
Mr. Trick (#134)	R	4.10	3.50▲	3.00
Oz (#135) Raising the Stakes	R R	4.10	3.50▲ 3.50▲	3.00
Rivalry	R	4.10	3.50	3.00
Rupert Giles (#136) Spike	R R	4.10 4.50	3.50▲	3.00
Spike	Ε	5.00		3.50
Symbol of Anyanka Tara	R E	4.10 5.00	3.50▲ 4.50▼	3.00
The First	R	4.10	3.50▲	3.00
The Master (#139)	R	4.50		3.00
The Master (#249) "The Zeppo" Part 2	R	5.00 4.10	4.50▼ 3.50▲	3.50 3.00
Three-some	R	4.10 4.10 4.10	3.50▲	3.00
Tome of Mediocrity Vamp Willow (#140)	R R	4.10	3.50▲	3.00
Willow (#141)	R	4.50	3.50▲	3.00
Willow (#242) Xander (#142)	E R	5.00 4.10	4.50 ▼ 3.50▲	4.00 3.00
PRON	10 C/	IRDS		
A Moment of True Bliss		5.00	5.00 8.00▼	4.00
Angelus (essence) Angelus (Gaelic)	pr	5.00	5.00	4.00 4.50
Attack of the Stunt Dou	ibles AC	E 00	E 00	4 50
Bracelet	PP	5.00	5.00 4.50	4.50 3.80
Buffy	pr	7.50		0.00
			7.00	6.50
Candy Tactics Chains	AC C99	4.50 4.50	7.00 4.00 4.00	6.50 4.00 4.00
Chains Chaperone	AC C99 C99	4.50 4.50 4.50	7.00 4.00 4.00 4.00	6.50 4.00 4.00 4.00
Chains Chaperone Computer Threat	AC C99	4.50 4.50	7.00 4.00 4.00	6.50 4.00 4.00
Chains Chaperone Computer Threat Cordelia (essence) Cross	AC C99 C99 PP red. PP	4.50 4.50 4.50 5.60	7.00 4.00 4.00 4.00 4.50	6.50 4.00 4.00 4.00 3.80
Chains Chaperone Computer Threat Cordelia (essence)	AC C99 C99 PP red. PP	4.50 4.50 4.50 5.60 14.00	7.00 4.00 4.00 4.00 4.50 8.00	6.50 4.00 4.00 4.00 3.80 4.00
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes	AC C99 C99 PP red. PP nch C99 C99	4.50 4.50 5.60 14.00 5.60 5.50 5.50	7.00 4.00 4.00 4.00 4.50 8.00 4.50 5.00 5.00	6.50 4.00 4.00 4.00 3.80 4.00 3.80 4.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir	AC C99 C99 PP red. PP nch C99 C99 PP	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.60 5.00	7.00 4.00 4.00 4.00 4.50 8.00 4.50	6.50 4.00 4.00 4.00 3.80 4.00 3.80 4.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon	AC C99 C99 PP red. PP nch C99 C99 PP AC AC	4.50 4.50 5.60 14.00 5.60 5.50 5.60 5.00 5.50 5.50	7.00 4.00 4.00 4.00 4.50 8.00▼ 4.50 5.00 4.50 5.00 5.00 5.00	6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 4.50 4.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes"	AC C99 C99 PP red. PP nch C99 PP AC AC C99	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.50 4.50	7.00 4.00 4.00 4.50 8.00 4.50 5.00 5.00 4.50 5.00 4.00	6.50 4.00 4.00 3.80 4.00 3.80 4.50 3.80 4.50 4.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence)	PP red. C99 PP AC AC C99 red. C99 red.	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.50 4.50 7.00 14.00	7.00 4.00 4.00 4.00 4.50 8.00▼ 4.50 5.00 5.00 4.50 5.00 4.00 6.00 8.00▼	6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.00 5.00 4.00
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence)	C99 PP red. C99 PP ach C99 PP AC AC C99 red. C99	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.50 4.50 7.00 14.00 5.50	7.00 4.00 4.00 4.50 8.00 4.50 5.00 5.00 4.50 5.00 4.50 5.00 6.00 8.00 5.00	6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 4.50 4.50 4.00 5.00 4.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine	PP red. PP AC C99 PP AC C99 AC AC AC	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.50 4.50 7.00 14.00 5.50 6.50 6.40	7.00 4.00 4.00 4.50 8.00 4.50 5.00 4.50 5.00 4.50 5.00 6.00 8.00 5.00 6.00 5.00	6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus	PP red. PP red. C99 C99 PP AC AC C99 AC AC AC AC AC	4.50 4.50 5.60 14.00 5.60 5.50 5.00 5.50 4.50 7.00 14.00 5.50 6.50	7.00 4.00 4.00 4.50 8.00 ▼ 4.50 5.00 5.00 4.50 5.00 6.00 8.00 ▼	6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 5.00
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B	PP red. PP red. C99 PP AC AC C99 AC AC AC AC AC AC AC AC APP AC AC APP AC APP AC APP AC APP AC APP AC APP AC AC APP AC	4.50 4.50 5.60 14.00 5.60 5.50 5.50 5.50 4.50 7.00 14.00 5.60 6.50 6.50 6.50 5.50 5.50 5.50 5	7.00 4.00 4.00 4.50 8.00 4.50 5.00 5.00 6.00 6.00 5.00 6.00 6.00 6	6.50 4.00 4.00 3.80 4.50 4.50 4.50 5.00 4.50 5.50 3.80
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus	PP red. PP red. C99 PP AC AC C99 AC AC AC AC AC AC AC AC APP AC AC APP AC APP AC APP AC APP AC APP AC APP AC AC APP AC	4.50 4.50 5.60 14.00 5.60 5.50 5.50 5.50 4.50 4.50 14.00 5.50 6.50 6.50 6.50	7.00 4.00 4.00 4.50 8.00 4.50 5.00 5.00 4.50 5.00 6.00 6.00 6.00 6.80	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 5.50
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijiniks Full Moon Gathering "Votes" Galtes, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Quarterstaff Ruperts Pad	PP red. C99 PP AC AC C99 PP AC	4.50 4.50 4.50 5.60 14.00 5.50 5.50 5.50 5.50 4.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6	7.00 4.00 4.00 4.50 8.00 ¥ 4.50 5.00 5.00 6.00 5.00 6.00 6.00 6.80 4.50 4.50 4.50 4.50 4.50 4.50	6.50 4.00 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Quarterstaff Ruperts Pad Sign of the Apocalypse	PP AC	4.50 4.50 4.50 5.60 14.00 5.60 5.50 5.50 4.50 7.00 14.00 5.50 6.50 6.40 7.60 5.60 5.60 5.60 5.60 5.60 5.60 5.60	7.00 4.00 4.00 4.50 8.00 ▼ 4.50 5.00 5.00 4.50 5.00 6.00 5.00 6.00 6.80 4.50 4.50 4.50 4.50 4.50	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Galbes, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Ouarterstaff Rupert's Pad Sign of the Apocalypse Spike Studying	AC C99 PP red. PP nch C99 PP AC AC C99 AC C99 PP AC AC AC Abes PP C99 PP AC PP PP PP	4.50 4.50 4.50 5.60 5.60 5.50 5.50 5.50 6.50 6.50 6	7.00 4.00 4.00 4.50 5.00 5.00 4.50 5.00 6.00 5.00 6.00 5.00 6.00 5.00 4.50 5.00 6.00 5.00 6.00 4.50 5.00 6.00 4.50 6.00 4.50 6.00 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	6.50 4.00 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 5.00 4.50 5.50 3.80 4.50 4.50 4.50 3.80 4.50 4.50 3.80 4.50 3.80
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Quarterstaff Rupert's Pad Sign of the Apocalypse Spike Studying Sucked Dry	AC C99 PP red. C99 C99 AC AC C99 AC	4.50 4.50 4.50 5.60 5.60 5.50 5.50 5.50 4.50 7.00 5.50 6.50 6.50 6.50 5.60 5.60 5.60 5	7.00 4.00 4.00 4.50 4.50 5.00 5.00 6.00 6.00 4.50 5.00 6.00 4.50 6.00 4.50 6.00 4.50 4.50 4.50 4.50 4.50	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 5.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Quarterstaff Rupert's Pad Sign of the Apocalypse Spike Studying Sucked Dry The Dream The Master	AC C99 PP red. PP nch C99 PP AC AC C99 AC C99 PP AC AC AC Abes PP C99 PP AC PP PP PP	4.50 4.50 4.50 5.60 5.60 5.50 5.50 5.50 4.50 7.00 5.50 6.50 6.50 6.50 5.60 5.60 5.60 5	7.00 4.00 4.00 4.50 5.00 5.00 4.50 5.00 6.00 5.00 6.00 5.00 6.00 5.00 4.50 5.00 6.00 5.00 6.00 4.50 5.00 6.00 4.50 6.00 4.50 6.00 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	6.50 4.00 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 5.00 4.50 5.50 3.80 4.50 4.50 4.50 3.80 4.50 4.50 3.80 4.50 3.80
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Ouarterstaff Ruperts Pad Sign of the Apocalypse Spike Suked Dry The Dream The Master To Be Continued	AC C99 PP red. C99 PP AC AC C99 AC AC AC ADes PP AC C99 PP AC AC AC ADes PP AC PP PP AC PP AC AC AC AD AC	4.50 4.50 4.50 5.60 14.00 5.60 5.50 5.50 4.50 7.00 14.00 5.50 6.50 6.50 5.60 5.60 5.60 5.60 5	7.00 4.00 4.00 4.00 4.00 4.50 5.00 5.00 6.00 6.00 6.00 4.50 4.50 6.00 4.50 6.00 4.50 5.00 6.80 4.50 5.00 6.80 6.80	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Everyday Vamp Hijinks Full Moon Gathering "Votes" Giles, "Ripper" Kendra (essence) Lyle & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Quarterstaff Rupert's Pad Sign of the Apocalypse Spike Studying Sucked Dry The Dream The Master To Be Continued Whistler	AC C99 PP red. C99 PP AC AC C99 AC AC AC ADes PP AC AC ADes PP AC AC AD AC	4.50 4.50 4.50 5.60 14.00 5.60 5.50 5.50 5.50 4.50 5.50 4.50 5.50 6.50 6.50 6.50 6.50 6.50 6.60 5.60 5	7.00 4.00 4.00 4.00 4.50 4.50 5.00 5.00 5	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5
Chains Chaperone Computer Threat Cordelia (essence) Cross Deputy Mayor Allan Fir Dudes Dusted Everyday Vamp Hijinks Full Moon Galles, "Ripper" Kendra (essence) Lyte & Candy Gorch Mark of Eyghon My Bloody Valentine Octarus Out of the Mouths of B Please, Not in the Face Ouarterstaff Rupert's Pad Sign of the Apocalypse Spike Studying Sucked Dry The Oream The Master To Be Continued Whistler	AC C99 PP red. C99 PP AC AC C99 AC AC AC ADes PP AC AC ADes PP AC AC AD AC	4.50 4.50 5.60 14.00 5.60 5.50 5.50 5.50 4.50 7.00 6.50 6.50 5.50 6.50 6.50 5.60 5.60 5	7.00 4.00 4.00 4.50 4.50 5.00 5.00 4.50 5.00 6.00 4.50 4.50 5.00 4.50 4.50 4.50 4.50 4	6.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5

d Now	R	4.10	3.50▲	3.00	Saiyan S Saiyan S Saiyan S
of Gavrok	R E	4.10 5.00		3.00 4.80	Saiyan S
/ Bizarro (#252)	Е	5.00	4.50▼	4.00	Uncomr
/ Summers (#124) / Summers (#125)	R	4.10	3.50▲	3.00	Commo Fixed ca
y Summers (#125) ng In the Heavy Ar	tillery	04.05			Rare foil
ly Bars	UK R	4.10	26.00▲		Uncomr
Hall	UR	42.50	31.00▲		TOP FOI
mencement Ceren	nonie R	s 4.10	3.50▲	3.00	Earth Dr Earth Dr
pound Bow	R	4.10	3.50▲	3.00	Earth Dra
elia (#126) elia (#254)	R E	4.10 5.00	3.50▲ 4.50▼	3.00 3.50	Earth Dra Saiyan A
hing Blow	R	4.10	3.50▲	3.00	
of Ascension on in Sheep's Clot		46.25	33.50▲	18./5	Vegeta's
	R	4.10	3.50▲	3.00	CARD N
(#127) (#128)	R R	4.10 4.10	3.50▲	3.00	A Begin
(#129)	R	4.10	3.50▲	3.00	Ally Win
(#130) ıma Vitae	R R	4.10 4.10	3.50▲	3.00	Baba Wi Baba's E
ntain Quad	R	4.10	3.50	3.00	Battle Pa
e of Myhnegon duation Day" Part	R 2 R	4.10 4.10	3.50▲ 3.50▲	3.00 3.00	Black St Blue Life
ndolyn Post	R	4.10	3.50▲	3.00	Broken :
ing Demon Ass er's Walk" Part 2	R R	4.10 4.10	3.50▲ 3.50▲	3.00	Bulma Fi Bulma F
e It a Double k of Ovu Mobani	R R	4.10 4.10	3.50▲	3.00	Chiaotzu
or Richard Wilkins		4.10	3.50▲	3.00	Chiaotzu
or Richard Wilkins	R	4.10	3.50▲	3.00	Cutting Dream I
	R	4.10	3.50▲	3.00	Dream I
Trick (#134) #135)	R R	4.10 4.10	3.50▲ 3.50▲	3.00	Earth Di Earth Di
ing the Stakes	R	4.10	3.50▲	3.00	Earth Dr
lry ert Giles (#136)	R R	4.10 4.10	3.50▲	3.00	Earth Dr. Enraged
en alles (#130)	R	4.10	3.50	3.00 3.00	Gohan (
e that of Anyanka	E R	5.00		3.50 3.00	Gohan's
bol of Anyanka	Е	4.10 5.00	3.50▲ 4.50▼	3.50	Goku (L Goku's (
First Macter (#120)	R R	4.10	3.50▲	3.00	Goku's I
Master (#139) Master (#249)	Ë	4.50 5.00		3.00 3.50	Goku's I Goku's I
¿Zeppo" Part 2 e-some	R	4.10		3.00	Goku's
e of Mediocrity	R R	4.10 4.10	3.50▲ 3.50▲	3.00	Grabbin Hero Ad
p Willow (#140) ow (#141)	R R	4.50 4.50	3.50▲	3.00	King Ka
ow (#141) ow (#242)	Ë	5.00	3.50 ▲ 4.50 ▼	4.00	Krillin (L Krillin's
			7.00	1.00	
der (#142)	R	4.10	3.50▲	3.00	Krillin's Krillin's Medic K
der (#142) Prof	AO CA	4.10 IRD\$	3.50▲	3.00	Medic K Nappa (
PROF PROF oment of True Blis elus (essence)	MO C. s pr red.	4.10 ARDS 5.00 15.25	3.50▲ 5.00 8.00▼	4.00 4.00	Medic K Nappa (Nappa's
PROI Oment of True Blis elus (essence) elus (Gaelic)	MO C. s pr red. pr	4.10 RDS 5.00	3.50▲ 5.00	4.00	Medic K Nappa (Nappa's Orange Piccolo
PROF Oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Dor	s pr red. pr ubles AC	4.10 5.00 15.25 5.00 5.00	5.00 8.00 v 5.00 5.00	4.00 4.00 4.50 4.50	Medic K Nappa (Nappa's Orange Piccolo' Piccolo' Plant Tv
PROI PROI oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Doi relet	s pr red. pr ubles AC PP	4.10 5.00 15.25 5.00 5.00 5.60	5.00 8.00 v 5.00 5.00 4.50	4.00 4.00 4.50 4.50 3.80	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (
PROF oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Dor relet y dy Tactics	s pr red. pr ubles AC PP pr AC	4.10 5.00 15.25 5.00 5.00 5.60 7.50 4.50	5.00 8.00 v 5.00 5.00 4.50 7.00 4.00	4.00 4.00 4.50 4.50 3.80 6.50 4.00	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (
PROJ PROJ Oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Doi relet y dy Tactics ns	s pr red. pr ubles AC PP pr AC C99	4.10 5.00 15.25 5.00 5.00 5.60 7.50 4.50	5.00 8.00 v 5.00 5.00 4.50 7.00 4.00 4.00	4.00 4.00 4.50 4.50 3.80 6.50 4.00 4.00	Medic K Nappa (Nappa's Orange Piccolo' Piccolo' Plant Tv Power (Raditz (Raditz E Raditz F
PROI	s pr red. pr ubles AC PP pr AC C99 C99 PP	4.10 ARDS 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 5.60	5.00 8.00 v 5.00 4.50 7.00 4.00 4.00 4.50	4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant' Power (Raditz (Raditz F Red Life Respeci
PROI	s pr red. pr ubles AC PP pr AC C99 C99 PP	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 14.00	5.00 8.00▼ 5.00 4.50 7.00 4.00 4.00 4.00 4.50 8.00▼	4.00 4.00 4.50 4.50 3.80 6.50 4.00 4.00	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz (Raditz F Red Life Respect Ribs Brı
PROI PROI Oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Doi elet y y y Tactics ns perone pupter Threat delia (essence)	s pr red. pr ubles AC PP pr AC C99 PP red. PP	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 5.60 14.00 5.60	5.00 8.00 v 5.00 4.50 7.00 4.00 4.00 4.00 4.50 8.00 v 4.50	4.00 4.00 4.50 4.50 3.80 6.50 4.00 4.00 4.00 3.80 4.00 3.80	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz E Raditz F Red Life Respect Ribs Bri Roshi's Saibaim
profiter (#142) Profiter (#142) Oment of True Blis ellus (essence) ellus (Gaellic) ck of the Stunt Doi ellus (Gaellic) ck of the Stunt Doi ellet y y y Tactics ns element ellet ella (essence) sis uty Mayor Allan Fire and ellet ellet ella (essence) sis uty Mayor Allan Fire ellet ella (essence) ellet ellet ella (essence) ellet ellet ellet ella (essence) ellet	s pr red. pr ubles AC PP pr AC C99 PP red. PP	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 5.60 14.00 5.60	5.00 8.00 v 5.00 4.50 7.00 4.00 4.00 4.00 4.50 8.00 v 5.00	4.00 4.00 4.50 4.50 3.80 6.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz (Raditz F Red Life Respect Ribs Br Roshi's Saibaim Saibaim
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ko of the Stunt Dol elet y ty Tactics ns oerone puputer Threat lelia (essence) ss uty Mayor Allan File eled	s pr red. pr ubles AC PP pr AC C99 PP red. PP red. C99 PP	4.10 5.00 15.25 5.00 5.00 5.60 7.50 4.50 4.50 4.50 5.60 14.00 5.60	5.00 8.00 v 5.00 4.50 7.00 4.00 4.00 4.50 8.00 v 4.50 5.00 4.50	4.00 4.00 4.50 4.50 3.80 6.50 4.00 4.00 3.80 4.00 3.80 4.50 4.50 3.80	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant tv Power (Raditz (Raditz F Red Life Respeci Ribs Br Roshi's Saibaim Saibaim Saibaim
der (#142) PROJ oment of True Blis ellus (essence) ellus (Gadelic) ko of the Stunt Doi telet y ty Tactics ns perone puputer Threat delia (essence) ss st ty Mayor Allan Fil es es et dy dy dy dy dy dy dy dy dy d	s pr red. pr ubles AC PP pr AC C99 PP red. PP red. C99 PP	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 5.60 14.00 5.60 5.50	5.00 8.00 v 5.00 4.50 7.00 4.00 4.00 4.00 4.50 8.00 v 4.50 5.00 5.00	4.00 4.50 4.50 3.80 6.50 4.00 4.00 4.00 3.80 4.00 3.80 4.50 4.50	Medic K Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz (Raditz F Red Life Respect Ribs Br Roshi's Saibaim Saibaim
profiler (#142) Profiler (#142) Oment of True Blis elus (essence) elus (Gaelic) ck of the Stunt Doi elet y y y Tactics ns operone puter Threat felelia (essence) sis uty Mayor Allan Files eted yday Vamp Hijinks Moon reining "Votes"	s pr red. pr ubles AC PP pr AC C99 PP red. PP nch C99 PP AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC C99 C99 PP AC C99 C99 PP AC C99 C99 PP AC PP AC C99 PP AC C99 PP AC C99 PP AC AC PP AC PP AC AC PP AC AC PP AC AC AC AC AC AC AC AC AC AC AC AC AC	4.10 5.00 15.25 5.00 5.00 5.60 7.50 4.50 4.50 4.50 5.60 5.60 5.60 5.60 5.60 5.60 5.60 5.60 5.60 4.50 5.60 4.50 5.60 5.60 5.60 4.50 5.60	5.00 8.00 v 5.00 4.50 7.00 4.50 4.00 4.50 8.00 v 4.50 5.00 5.00 5.00 4.50 5.00 4.50	4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00	Medic k Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz (Raditz F Red Life Respect Ribs Br Roshi's Saibaim Saibaim Saibaim Saibaim
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ko of the Stunt Dol elelt y ty Tactics ns oerone puputer Threat lelia (essence) ss uty Mayor Allan Fil esed yday Vamp Hijinks Moon lering "Votes" s, "Ripper" fra (essence)	pr red. pr ubles AC PP pr AC C99 PP red. PP PP AC C99 PP red. AC C99 PP red. AC C99 PP red. AC C99 PP red. AC C99 red.	4.10 5.00 15.25 5.00 5.00 5.60 4.50 4.50 4.50 5.60 5.60 5.50 5.50 5.60 5.70	3.50 A 5.00 8.00 V 5.00 4.50 7.00 4.00 4.00 4.50 8.00 V 4.50 5.00 5.00 5.00 5.00 5.00	4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00	Medic K Nappa (Nappa's Orange Piccolo Piccolo Plant Tv Power (Raditz E Raditz E Ra
profiler (#142) Profiler (#142) Oment of True Blis ellus (essence) ellus (Gaelic) ck of the Stunt Doi ellet (y and the Stunt Do	s pr red. pr ubles AC PP pr AC C99 PP red. C99 PP red. C99 PP AC C99 PP red. C99 red. C99 red. C99	4.10 3.00 5.00 5.00 5.00 5.00 5.00 5.60 4.50 4.50 4.50 5.60	3.50 A 5.00 8.00 V 5.00 4.50 4.50 4.00 4.50 5.00 5.00 4.50 5.00 6.00 5.00 6.00 6.00 5.00 8.00 V	4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa's Orange Piccolo' Plant Tv Power (Raditz E Raditz F Red Life Respect Ribs Br Roshi's Saibaim Saibaim Saibaim Saiyan I Saiyan I Saiyan I Saiyan I
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ko of the Stunt Dol elelt y ty Tactics ns oerone puputer Threat lelia (essence) ss uty Mayor Allan Fil esed yday Vamp Hijinks Moon lering "Votes" s, "Ripper" fra (essence)	s pr red. pr red. PP pr AC C99 PP red. C99 PP red. C99 PP ach C99 PP ach C99 PP ach C99 PP ach C99 PP ach C99 PP ach AC C99 AC C90 AC C	4.10 5.00 15.25 5.00 5.00 5.60 4.50 4.50 4.50 5.60 5.60 5.50 5.50 5.60 5.70	5.00 8.00 ¥ 5.00 4.50 4.00 4.00 4.00 4.50 5.00 5.00	4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz E Raditz F Red Life Respect Ribs Br Roshi's Saibaim Saibaim Saibaim Saibaim Saiyan I Saiyan I Saiyan I
ger (#142) PROJ ment of True Blis ellus (essence) ellus (ess	s pr red. publes AC PP pr AC C99 PP Red. C99 PP Red. C99 PP Red. C99 PP AC C99 AC C99 AC AC AC	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 5.60 5.60 5.60 5.60 5.60 14.00 5.50 4.50 5.60 6.00 6.00 6.00 6.00 6.00 6.00	5.00 8.00 ¥ 5.00 5.00 4.50 7.00 4.00 4.50 8.00 ¥ 4.50 5.00 4.50 6.00 8.00 ₹ 6.00 6.00 8.00 ₹ 6.00	3.00 4.00 4.50 4.50 3.80 4.00 5.00	Medic k Nappa (Nappa's Orange Piccolo Piccolo* Plant Tv Power (Raditz (Raditz E Respect Ribs Br Roshi's Saibaim Saibaim Saibaim Saibaim Saiyan I Saiyan I Saiyan I Saiyan T Teaching
production of the Mouths of E	s pr red. pr rubles AC C99 PP red. C99 PP red. C99 AC C99 AC AC AC AC AC Babes PP	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 5.60 6.50	5.00 5.00 5.00 4.50 7.00 4.50 4.50 4.50 4.50 5.00 5.00 6.00 6.00 6.80 4.50	4.00 4.50 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa's Orange Piccolo Piccolo' Plant Tv Power (Raditz (Raditz E Raditz E Raditz K Radits Saibaim Saibaim Saibaim Saibaim Saibaim Saibaim Saiyan I Saiyan I Saiyan I Saiyan I Saiyan I
ger (#142) PROJ oment of True Blis elus (essence) elus elus (essence) elus elus (essence) elus elus (essence) elus elus elus (essence) elus elus elus elus elus elus elus elus	s pr red. pr red. PP pr AC C99 PP Pr cd. C99 PP Pr cd. C99 PP Pr cd. C99 PP PR AC C99 PP PR AC C99 PP PR AC C99 PP PP C99 PP C99 PP PP C99 PP PP PP C99 PP PP PP C99 PP P	4.10 5.00 15.25 5.00 5.60 7.50 4.50 4.50 4.50 4.50 5.60 5.60 5.60 5.60 5.60 5.60 5.60 6.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.60 7.50 6.50 6.50 7.50 6.50 7.50 6.50 6.50 7.50 6.50	5.00 5.00 5.00 5.00 4.50 7.00 4.00 4.00 4.00 4.50 5.00 6.00	4.00 4.50 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa (N
ger (#142) PROJ ment of True Blis elus (essence) el elus (Gaelic) ck of the Stunt Doi celet y dy Tactics ns perone pupter Threat lelia (essence) sis ty Mayor Allan Fir es ed dyday Vamp Hijinks Moon reining "Votes" s, "Riipper" dra (essence) k Candy Gorch k of Eyghon Bloody Valentine rus of the Mouths of E see, Not in the Face terstaff	s pr red. pr pr red. pr pr AC C99 PP red. PP AC C99 PP AC C99 AC	4.10 5.00 15.25 5.00 5.00 5.00 5.00 4.50 4.50 4.50 4.50 5.60 5.60 5.50 4.50 4.50 4.50 6.60 5.60 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.60 6.50	3.50 A 5.00 5.00 4.50 4.50 4.50 4.50 4.50 4.50	3.00 4.00 4.50 4.50 4.50 4.50 3.80 4.00 4.00 3.80 4.00 4.50 3.80 4.00 4.50 3.80 4.50 3.80 4.00 4.50 3.80 4.50 4.50 3.80 4.50 3.80 4.50 4.50 3.80 4.50 4.50 3.80 4.50	Medic k Nappa (Nappa (N
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ke of the Stunt Doi elet y ty Tactics ns perone puputer Threat delia (essence) ss st tyt Mayor Allan Fir es eed yday Vamp Hijinks Moon lering "Votes" s, "Ripper" threat dessence) & Candy Gorch & Candy Gorch & Candy Gorch sof Eyghon Sloody Valentine rus of the Mouths of E se, Not in the Face terstaff of the Apocalypse of the Apocalypse of the Apocalypse	s pr red. pr red. pr red. c99 PP red. C99 PP AC C99 AC C99 AC AC AC Babes PP AC C99 PP P	4.10 5.00 15.25 5.00 7.50 4.50 4.50 4.50 5.60 14.00 5.60 5.50 5.50 6.50	3.50 A 5.00 8.00 V 5.00 4.50 4.00 4.00 4.50 5.00 5.00 6.00 6.00 6.00 4.50 6.00 4.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50 6.50	4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa (N
ger (#142) PROJ oment of True Blis elus (essence) elus elus (essence) elus elus (essence) elus elet y ty Tactics elus elus elet y ty Tactics elus elus elus elus elus elus elus elu	red. pr red. pr red. con	4.10 5.00 15.25 5.00 15.25 5.00 7.50 4.50 4.50 4.50 5.60 14.00 5.60 5.60 5.60 7.00 6.40 7.60 6.5	3.50 A 5.00 5.00 4.50 5.00 4.50 4.50 6.00 5.00 6.00 6.00 6.00 6.00 6.00 6	4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa (N
ger (#142) PROJ ment of True Blis elus (essence) elus (Gaelic) ke of the Stunt Doi elet y ty Tactics ns perone puputer Threat lelia (essence) ss uty Mayor Allan Fil es es et dyday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch & Candy Gorch & Candy Gorch of the Mouths of E se, Not in the Face terstaff ert's Pad of the Apocalypse e (by ying ed Dry	s pr red. pr AC C99 PP red. AC C99 PP AC C99 AC C99 PP AC C99 PP AC C99 AC C99 PP AC C99 PP PP PP PP PP PP	4.10 5.00 5.00 5.60 7.50 4.50 4.50 4.50 4.50 4.50 5.60	3.50 A 5.00 8.00 Y 5.00 5.00 4.00 4.00 4.00 4.00 4.50 5.00 4.50 5.00 4.50 6.00 5.00 4.50 4.50 6.00 5.00 4.50 4.50 4.50 4.50 4.50 4.50 4	4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00	Medic k Nappa (Nappa (N
ger (#142) PROJ oment of True Blis ellus (essence) ellus (gaelic) con telet y ty Tactics ns perone puputer Threat telet (essence) sis sity Mayor Allan Fil ess telet (essence) sis sis sity Mayor Allan Fil ess telet (essence) sis sity Mayor Allan	s pr red. pr s red. comp pr AC Comp pr red.	4.10 5.00 5.00 5.00 5.00 5.00 5.00 4.50 4.50 4.50 5.60 5.60 5.60 5.60 6.50	3.50 A 5.00 8.00 Y 5.00 5.00 5.00 4.50 7.00 4.50 4.50 5.00 4.50 5.00 4.50 5.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6	3.00 4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00 4.00 3.80 4.50 3.80 4.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.50 3.80 4.00	Medic k Nappa (Nappa (N
ger (#142) PROJ ment of True Blis elus (essence) elus (Gaelic) ko of the Stunt Dol elelt y ty Tactics ns perone puputer Threat lelia (essence) ss uty Mayor Allan File ete yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch k of Eyghon Sloody Valentine rus of the Mouths of E see, Not in the Face terstaff ert's Pad of the Apocalypse e fying ted Dry Dream Master Master Master Les Continued	s pr red. pr s red. c99 PP red. c99 PP red. c99 PP red. AC C99 AC C99 AC AC Sabes PP AC PP PP PP C99 pr C99 pr AC	4.10 5.00 5.00 5.60 7.50 4.50 4.50 4.50 4.50 4.50 4.50 6.50 5.60 7.00 6.60 6.70 6.50	3.50 A 5.00 8.00 Y 5.00 4.00 4.00 4.00 4.00 4.50 5.00 6.00 6.00 6.80 4.50 5.00 6.80 4.50 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 5.00 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6	3.00 4.00 4.00 4.50 4.50 4.50 4.00 4.00 3.80 4.00 4.00 3.80 4.50	Medic k Aappa (Nappa
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ke of the Stunt Doi elet y ty Tactics ns perone puputer Threat lelia (essence) ss styty Mayor Allan Fil es es eed yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tara (essence) & Candy Gorch & Candy Gorch & Candy Gorch at of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e of the Apocalypse e of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e e tersta Fad of the Apocalypse e e	s pr red. pr red. pr red. PP pr AC C99 PP red. AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC	4.10 5.00 5.00 5.60 7.50 4.50 4.50 4.50 4.50 4.50 4.50 6.50 5.60 6.50 5.60 6.40 7.60 5.60 6.50 6.50 6.50 6.50 6.60 6.60 6	3.50 A 5.00 8.00 Y 5.00 4.00 4.00 4.00 4.00 4.50 5.00 4.50 5.00 4.50 6.00 6.00 6.00 4.50 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	3.00 4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00 4.00 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50	Medic k. Aappa (Nappa's Nappa
production of the Mouths of E se, Not in the Face terstaff et's Pado one of True Blis elus (essence) elus (Gaelic) ke of the Stunt Dol elelt y ty Tactics ns nerone puputer Threat lelia (essence) ss uty Mayor Allan File es eted yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch k of Eyghon Sloody Valentine rus of the Mouths of E see, Not in the Face terstaff ert's Pad of the Apocalypse e ying ded Dry Dream Master Wauser Master Vyou Go to the Danc der (essence)	s pr red. pr sed. pr red. pr red. pr red. pr red. pr red. pr red. pr	4.10 5.00 5.60 5.60 6.50 5.60 6.50 5.50 6.50	3.50 A 5.00 8.00 Y 5.00 4.50 4.50 4.50 4.50 4.50 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 6.00 6.80 6.00 6.80 6.00 6.0	3.00 4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 5.00 5.00 3.80 4.50	Medic k Aappa (Nappa's Aadiz E Aadiz
ger (#142) PROJ oment of True Blis elus (essence) elus (Gaelic) ke of the Stunt Doi elet y ty Tactics ns perone puputer Threat lelia (essence) ss styty Mayor Allan Fil es es eled yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tara (essence) & Candy Gorch & Candy Gorch & Candy Gorch at of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e of the Apocalypse e of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e of the Mouths of E se, Not in the Face tersta Fad of the Apocalypse e e tersta Fad of the Apocalypse e e	s pr red. pr red. pr red. PP pr AC C99 PP red. AC C99 PP AC C99 PP AC C99 PP AC C99 PP AC	4.10 5.00 5.60 5.60 6.50 5.60 6.50 5.50 6.50	3.50 A 5.00 8.00 Y 5.00 4.00 4.00 4.00 4.00 4.50 5.00 4.50 5.00 4.50 6.00 6.00 6.00 4.50 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	3.00 4.00 4.00 4.50 4.50 4.50 4.00 4.00 4.00 4.00 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50 4.00 4.50	Medic k Aappa (Nappa
production of the Mouths of E se, Not in the Face terstaff et's Pado one of True Blis elus (essence) elus (Gaelic) ke of the Stunt Dol elelt y ty Tactics ns nerone puputer Threat lelia (essence) ss uty Mayor Allan File es eted yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch k of Eyghon Sloody Valentine rus of the Mouths of E see, Not in the Face terstaff ert's Pad of the Apocalypse e ying ded Dry Dream Master Wauser Master Vyou Go to the Danc der (essence)	s pr red. pr sed. pr red. pr red. pr red. pr red. pr red. pr red. pr	4.10 5.00 5.60 5.60 6.50 5.60 6.50 5.50 6.50	3.50 A 5.00 8.00 Y 5.00 4.50 4.50 4.50 4.50 4.50 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 6.00 6.80 6.00 6.80 6.00 6.0	3.00 4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 5.00 5.00 3.80 4.50	Medic k Aappa (Nappa
production of the Mouths of E se, Not in the Face terstaff et's Pado one of True Blis elus (essence) elus (Gaelic) ke of the Stunt Dol elelt y ty Tactics ns nerone puputer Threat lelia (essence) ss uty Mayor Allan File es eted yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch k of Eyghon Sloody Valentine rus of the Mouths of E see, Not in the Face terstaff ert's Pad of the Apocalypse e ying ded Dry Dream Master Wauser Master Vyou Go to the Danc der (essence)	s pr red. pr sed. pr red. pr red. pr red. pr red. pr red. pr red. pr	4.10 5.00 5.60 5.60 6.50 5.60 6.50 5.50 6.50	3.50 A 5.00 8.00 Y 5.00 4.50 4.50 4.50 4.50 4.50 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 4.50 6.00 6.80 6.00 6.80 6.00 6.80 6.00 6.0	3.00 4.00 4.00 4.50 4.50 4.50 4.50 4.00 4.00 3.80 4.50 4.50 4.50 4.50 4.50 5.00 5.00 3.80 4.50	Medic k. Aappa (a Nappa's Orange Pricario Piccorio Piccorio Piccorio Piccorio Piccorio Piccorio Piccorio Power (a Raditz E Raditz
production of the Mouths of E se, Not in the Face terstaff et's Pado one of True Blis elus (essence) elus (Gaelic) ke of the Stunt Dol elelt y ty Tactics ns nerone puputer Threat lelia (essence) ss uty Mayor Allan File es eted yday Vamp Hijinks Moon lering "Votes" s, "Ripper" tra (essence) & Candy Gorch k of Eyghon Sloody Valentine rus of the Mouths of E see, Not in the Face terstaff ert's Pad of the Apocalypse e ying ded Dry Dream Master Wauser Master Vyou Go to the Danc der (essence)	s pr red. pr bles AC C99 C99 red. AC C99 AC AC C99 PP PP AC	4.10 5.00 5.00 5.00 5.00 7.50 4.50 4.50 5.60 7.50 4.50 5.60 5.60 5.60 6.50	3.50 A 5.00 8.00 V 5.00 5.00 4.50 4.50 4.50 4.50 5.00 4.50 5.00 6.00 4.50 5.00 6.80 4.50 6.80 4.50 6.80 4.50 6.80 4.50 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	3.00 4.00 4.00 4.50 4.50 4.50 4.00 5.00 4.00 4.00 4.00 4.00 5.00 4.00 4.00 4.00 5.00 4.00 4.00 4.00 4.00 4.00 4.00 5.00 4.00	Medic k Aappa (Nappa
ger (#142) PROJ ment of True Blis ellus (essence) ellus (Gadelic) ko of the Stunt Doi celet y y Tactics ns perone puputer Threat delia (essence) ss st y Mayor Allan Fil es es eted y dyay Vamp Hijinks Moon lering "Votes" s, "Ripper" dra (essence) & Candy Gorch ko of Eyghon Sloody Valentine rus of the Mouths of E se, Not in the Face terstaff of the Apocalypse e y (ed Dry Dream Master Le Continued stler You Go to the Danc der (essence) der, "The Zeppo"	S pr red. C99 pr AC C99 pr AC C99 pr AC	4.10 5.00 5.00 5.00 5.00 5.00 5.60 7.50 4.50 4.50 5.60 5.50 5.50 6.40 7.60 5.60 5.60 5.60 5.60 5.60 5.60 5.60 5	3.50 A 5.00 8.00 V 5.00 5.00 4.50 4.50 4.50 4.50 5.00 4.50 5.00 6.00 4.50 5.00 6.80 4.50 6.80 4.50 6.80 4.50 6.80 4.50 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6.8	3.00 4.00 4.00 4.50 4.50 4.50 4.00 5.00 4.00 4.00 4.00 4.00 5.00 4.00 4.00 4.00 5.00 4.00 4.00 4.00 4.00 4.00 4.00 5.00 4.00	Medic k. Aappa (a Nappa's Orange Pricario Piccorio Piccorio Piccorio Piccorio Piccorio Piccorio Piccorio Power (a Raditz E Raditz

Barrella marketaria		Norgentedad	
Saiyan Sana Booster Box	89 00	75.00▼	67 25
Saiyan Saga Booster Box Saiyan Saga Starter Deck Saiyan Saga Booster Pack	11.25	10.25	9.80
Saiyan Saga Booster Pack	3.00	3.00	2.90
Common card Common card Common card Cixed card (X) Care foil card Common foil card Common foil card	1.00	0.70	0.60
Jommon card	0.25 2.30	0.20 1.00	0.10 0.70
Rare foil card	6.00	5.00	5.00
Uncommon foil card	2.80	1.50▲	1.40
Common foil card	0.90 R UPR	0.50 MED	0.50 LOW
COMMINION TO CARDS CARTH DRAGON BAll 6 R Earth Dragon Ball 7 R Earth Dragon Ball Capture R Earth Dragon Ball Combat R Saiyan Appraisal Maneuve	7.50		5.00
Earth Dragon Ball 7 R	7.50	5.00	5.00
Earth Dragon Ball Capture R	7.50	5.00	5.00
:ann Dragon Ball Combatk Saivan Annraisal Maneuvei	7.50	5.00	5.00
R	7.50	5.00 -	5.00
Vegeta's Dragon Ball Captu	re	F 00	F 00
CARD NAME RAI		5.00 MED	5.00 LOW
A Beginner's Heart is Dedic		HILL	LUII
R	3.20	3.00	3.00
Ally Wins! R	3.20	3.00	3.00
Baba Witch Viewing Drill R Baba's Energy Blast R		3.00▼	3.00
Battle Pausing R		3.00	3.00
Black Shadow Drill R	3.20	3.00	3.00
Blue Life Defense Drill R	3.20 3.20	3.00	3.00
Broken Scouter R Bulma Finds a Dragon Ball R	3.20	3.00	3.00
Bulma Finds a Drill R	3.30	3.10	3.00
Chiaotzu's Drill R	3.80	3.10	3.00
Chiaotzu's Physical Defens	e F 43.25	32.50▼	27 00
Cutting the Tail R		3.00	3.00
Dream Fighting R	3.30	3.10	3.00
Dream Machine Battle R Earth Dragon Ball 6 R		3.00	3.00
Earth Dragon Ball 6 R Earth Dragon Ball 7 R		3.50 3.50	3.20 3.10
Earth Dragon Ball Capture R	4.60	3.30	3.00
Earth Dragon Ball Combat R	2 20	2 10 🔻	3.00
Enraged! R Gohan (L.1 HT) XF	3.80	3.20 4.60▼	3.00 4.00
Gohan's Father Save R	3.30	3.10	3.00
Goku (L.1 HT) XF	5.00	4.00	3.50
Goku's Capturing Drill R	3.80		3.00
Goku's Lucky Break R Goku's Mixing Drill R	3.30		3.00
Goku's Plan UR	F 35.00	31.00	
Goku's Truce UR	F 35.00	31.50	22.50
Grabbing the Tail R			3.00
Hero Advantage R King Kai's Calming R	3.20 3.20	3.00	3.00
Krillin (L.1 HT) XF	6.00		3.90
Krillin's Drill R	3.30	3.00▼	3.00
Krillin's Energy Disk R Medic Kit UR	3.20 F 33.50	3.00 29.00 V	3.00
Nappa (L.1 HT) XF		4.00	3.90
Nappa's Blinding Flare R	3.20	3.00	3.00
Orange Focusing Drill R		3.00▼	
Piccolo (L.1 HT) XF Piccolo's Flight R		4.60▼ 3.00	4.00 3.00
Plant Two Saibaimen R	3.20	3.00	3.00
Power Gifting R	3.20	3.00	3.00
Raditz (L.1 HT) XF Raditz Energy Burst R		4.60	4.00
Raditz Energy Burst R Raditz Flying Kick R		3.10 V 3.20	3.00
Red Life Attack Drill R	3.30	3.10	3.00
Respect the Spirit R		3.00	3.00
Ribs Broken R Roshi's Calming R	3.20	3.00	3.00
Saibaimen (L.1) R	3.20	3.00▼	
Saibaimen (L.2) R	3.20	3.00▼	3.00
Saibaimen (L.3) R Saibaimen (L.4) R	3.20	3.00	3.00
Saibaimen (L.4) R Saiyan Appraisal Maneuve	3.30 r	3.00▼	3.00
R	3.30 3.30	3.30	3.00
Saiyan Battle Terms R	3.30	3.10	3.00
Saiyan Honor Quest R Saiyan Power Drill R	3.30	3.10	3.00
Saiyan Truce Card R	3.90	3.30	3.10
Teaching the Unteachable I	Forces C)bservati	
Terrible Wounds R			3.00
The Tail Grows Back R	3.20	3.00	3.00
Tien Mind Reading Trick R	3.20	3.00	3.00
T-Rex Defense R T-Rex Offense R		3.00▼	3.00
Inexpected Allies R		3.10	3.00
Unselfish Behavior is Best R	3.20 3.20	3.00	3.00
Vegeta (L.1 HT) XF	6.00	5.00	4.00
Vegeta's Dragon Ball Captu R	5.00	3.30	3.00
Vegeta's Plans R	4.20		3.00
Vegeta's Quickness Drill R	4.30	3.30	3.10
Vegeta's Stance R	3.80	3.20	3.00
Vegeta's Trick R		3.20	3.00
FRIEZA			
Frieza Saga Set		204.75	
		293.00 1 100.00 1	
Frieza Saga Booster Pack	3.20	3.00▼	3.00
Uncommon card	0.90	0.80	0.60
Common card Rare foil card	0.25 6.50	0.25 5.50▼	0.10 5.00
Uncommon foil card	6.50 2.30	2.00▲	1.30
Common foil card	1.00	0.70	0.50
TOP FOIL CARDS RA Gohan (L.4) R	R UPR 7.20	5.50V	5.00
		5.50	
Goku On Namek (L.4) P			

			7
Discola (L.4) D	7 20	E E0=	5.00
Piccolo (L.4) R Raditz Restored (L.4) R	7.20 7.20	5.50▼ 5.50▼	5.00
Vegeta On Namek (L.4) R	7.90	5.50 ▼	5.00
TRUNKS SAGA PREVIEW	UPR	MED	LOW
The Talking Ends Here! C	0.45	0.25	0.20
Just Kidding C No, Really Drill? U	0.50 1.00	0.25	0.20 0.40
Good Advice U	1.00	0.70	0.40
The Luck of Trunks R	3.70	3.00▼	3.00
Trunks Makes Himself Clear R	3.70	3.00▼	2.60
CARD NAME RAR		MED	LOW
Black Swift Elbow Strike R	3.30	3.00	3.00
Blue Energy Outburst R	4.00	3.20	3.00
Blue Stance R Bulma's Scouter R	4.00 3.30	3.20	3.00 3.00
Captain Ginyu's Sacrifice R	3.30	3.00	3.00
Dende's Help R	3.30	3.00	3.00
Focusing Is Everything R Frieza the Master URF	3.30 53.75	3.00 43.75▼	3.00 39.50
Gohan (L.4) R	5.00	3.80▼	3.20
Gohan's Stomp R	4.30	3.20▼	3.00
Goku On Namek (L.4) R	5.00	4.00	3.20
Goku's Quickness R Goku's Super Saiyan Blast!	4.00	3.20	3.00
R	5.00	3.40▼	3.00
Hero Teamwork Drill R	3.30	3.00	3.00
Human Technology R	3.30	3.00	3.00
Kami as your ally R Kami Fades R	3.30 4.00	3.00	3.00
Krillin On Namek (L.4) R	5.00		3.20
Krillin's Power Tap R	3.30 3.30	3.00	3.00
Mommy's Coming Dear R	3.30 4.80	3.00	3.00 3.20
Nail Inspired (L.2) R Nail The Namekian (L.1) R	4.70	4.00	3.20
Nail the Namekian Hero (L.:	3)		
Nanna Pastared (I. 4) P	4.70	4.00	3.20
Nappa Restored (L.4) R Piccolo (L.4) R	4.40 5.30	4.00 4.10	3.20 3.20
Piccolo's Stomp R	4.00	3.20▼	3.00
Piccolo's Wisdom R	3.30	3.00	3.00
Power R Raditz Restored (L.4) R	3.30 4.90	3.00 4.10	3.00 3.20
Red Foot Jolt R	4.00	3.20	3.00
Straining Force Positioning	Move		
R Comme Comme Code (1.4) UDI	3.30	3.00	3.00
Super Saiyan Goku (L.4) URF The Plan R	4.00	50.00	40.00
This Too Shall Pass R	4.10	3.20▼	3.00
Vegeta On Namek (L.4) R	5.00	4.50	3.20
Villain's Teamwork Drill R	3.80	3.10	3.00
Yamcha's Good Wishes R	3.30	3.00	3.00
Androida Cogo Cot		11.00.0	05.50
Androids Saga Set 3	22.00	211.00 <u>4</u> 2 333.25 2	
Androids Saga Set Androids Foil Set Androids Saga Booster Box	322.00 2 185.75 3 98.00	333.25 2 92.50	87.50 86.25
Androids Saga Set 3 Androids Foil Set 3 Androids Saga Booster Box Androids Saga Booster Pack	322.00 2 385.75 3 98.00 3.20	333.25 2 92.50 3.00	87.50 86.25 2.90
Androids Saga Set 3 Androids Foil Set 3 Androids Saga Booster Box Androids Saga Booster Pack Uncommon card	322.00 885.75 98.00 3.20 1.00	333.25 2 92.50 3.00 0.80	87.50 86.25 2.90 0.50
Androids Saga Set 3 Androids Foil Set 3 Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card	322.00 385.75 98.00 3.20 1.00 0.30 6.90	333.25 2 92.50 3.00 0.80 0.25 5.50	87.50 86.25 2.90 0.50 0.10 5.00
Androids Saga Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Uncommon foil card	322.00 385.75 98.00 3.20 1.00 0.30 6.90	333.25 2 92.50 3.00 0.80 0.25 5.50	87.50 86.25 2.90 0.50 0.10 5.00 1.20
Androids Saga Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Uncommon foil card Common foil card	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00	333.25 2 92.50 3.00 0.80 0.25 5.50 2.00 0.70	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50
Androids Saga Set Androids Foil Set Androids Foil Seq Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) R	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00	333.25 2 92.50 3.00 0.80 0.25 5.50 2.00 0.70	87.50 86.25 2.90 0.50 0.10 5.00 1.20
Androids Saga Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Bare foil card Uncommon foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1)	222.002 85.753 98.00 3.20 1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20	333.25 2 92.50 A 3.00 0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.00 V	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Uncommon foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS RAP Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R	22.00 885.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00	333.25 2 92.50A 3.00 0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.50V	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.50 5.50
Androids Saga Set Androids Foli Set Androids Foli Seq Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Rare foil card Uncommon foil card Common foil card Common foil card TOP Foll. CARDS Android 18 (L.1) Piccolo, the Trained (L.1) R Vegeta the Ready (L.1) R Yajirobe (L.4)	222.002 85.753 98.00 3.20 1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20	333.25 2 92.50A 3.00 0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.50V	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Common foil card Uncommon foil card Common foil card C	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 1.00 7.90 7.20 8.00 7.40 7.40 UPR	333.25 2 92.50 A 3.00 0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V MED	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 1.20 5.50 5.50 5.50 5.00 5.00
Androids Saga Set Androids Foli Set Androids Foli Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Yagirobe (L.4) R Yamcha (L.4) R EELL PREVIEW CARDS RAF	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 1.00 1.00 2.00 1.00 7.40 7.40 7.40 UPR 1.60	333.25 2 92.50 A 3.00 0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.00 V 5.50 V MED 0.25	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 1.20 5.50 5.50 5.50 5.00 5.00 1.0W
Androids Saga Set Androids Foll Set Androids Foll Set Androids Saga Booster Pock Uncommon card Common card Common card Common foll card Uncommon foll card Uncommon foll card TOP Foll CARDS RAP Android 18 (L.1) R Piccolo), the Trained (L.1)R Vegeta the Ready (L.1) R Vajirobe (L.4) R Vajirobe (L.4) R Vamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 1.00 7.90 7.20 8.00 7.40 7.40 1.60 1.60	333.25 2 92.50 A 3.00 0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V MED	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 1.20 5.50 5.50 5.50 5.00 5.00
Androids Saga Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Uncommon foil card Common foi	22.00 285.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 8.00 7.20 8.00 7.20 8.00 7.40 7.40 1.60 1.30 1.30	333.25 2 92.50 A 3.00 0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 5.50 V MED 0.25 0.25 0.90 0.90	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.50 5.50 5.50 5.00 LOW 0.20 0.20 0.60
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 5 Androids Saga Booster Pack Uncommon card Common card Common foil card Common fo	22.00 85.75 98.00 3.20 1.00 0.30 6.90 2.00 1.00 1.00 7.90 7.20 8.00 7.40 7.40 1.60 1.60	333.25 2 92.50A 3.00 0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.00V 5.50V MED 0.25 0.25 0.90	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.50 5.50 5.50 5.00 LOW 0.20 0.20
Androids Saga Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pack Uncommon card Common card Rare foil card Uncommon foil card Common foi	822.00 (85.75 (8	333.25 2 92.50 3.00 0.80 0.25 5.50 2.00 MED 5.80 6.50 5.50 WED 0.25 0.25 0.90 0.70	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 5.50 5.50 5.50 5.00 LOW 0.20 0.20 0.60 0.60
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Bock 4 Androids Saga Booster Pack 4 Uncommon card 5 Arac foil card 6 Uncommon foil card 6 Uncommon foil card 7 Uncommon foil card 7 Uncommon foil card 7 Uncommon foil card 1 Uncom	222.00 (222.00	333.25 2 92.50 3.00 0.80 0.25 5.50 2.00 0.70 MED 5.80 6.50 MED 0.25 0.25 0.90 0.90 3.70 3.90 MED	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50 5.00 LOW 0.20 0.60 0.60 3.10
Androids Saga Set Androids Foil Set Androids Foil Set Androids Saga Booster Box Androids Saga Booster Pox Uncommon card Common card Common card Rare foil card Uncommon foil card Uncommon foil card TOP FOIL CARDS Android 18 (L.1) R Piccolo, the Trained (L.1) R Vegeta the Ready (L.1) R Vajirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell'S Dark Attack Cell'S Dark Attack Cell'S Dark Attack Cell'S Derk Attack Cell'S Dark Threatening Position R CARD NAME RAR Android 16 (L.1) R R CARD NAME RAR Android 16 (L.1) R RAR RAR RAR RARIOINES RAF CARD NAME RAR RARIOINES RAF RAR RAR RARIOINES RAF RAR RARIOINES RAF RAF RARIOINES RAF RAF RAF RAF RARIOINES RAF	222.00 2 85.75 3 98.00 3.20 1.00 6.90 2.00 1.00 6.90 2.00 7.40 7.40 7.40 1.30 4.00 1.30 4.00 4.30 4.80 4.80	333.25 2 92.50A 3.00 0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.50V 5.50V MED 0.25 0.90 3.70V 3.90 MED 4.00	87.50 86.25 2.90 0.50 0.10 5.00 1.20 5.50 5.50 0.20 0.20 0.20 0.60 3.10 3.20 LDW 3.30
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Common foil card Uncommon foil card Common foil card TOP FOIL CARDS RAF Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Yajirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell's Dark Attack C Cell's Energy Blast U Cell's Defense U Awful Abrasions R Cell's Threatening Position R CARD NAME RAF Android 16 (L.1) R Android 17 (I.1) R Android 17 (I.1) R	222.00 2 885.75 3 98.00 3.20 0.30 0.30 0.30 6.90 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	333.25 2 92.50 A 3.00 O.80 O.25 5.50 V MED 5.50 V MED 0.25 0.25 O.25 O.25 O.25 O.25 O.40 O.40 O.40 O.40 O.40 O.40 O.40 O.40	87.50 86.25 2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.5
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card TOP FOIL CARDS RAF Android 18 (L.1) R Piccolo; the Trained (L.1)R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vagitobe (L.4) R Vamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell'S Defense U Awful Abrasions R Cell'S Threathening Position R CARD NAME RAF Android 16 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 18 (L.1) R	222.00 2 85.75 3 98.00 3.20 1.00 6.90 2.00 1.00 6.90 2.00 7.40 7.40 7.40 1.30 4.00 1.30 4.00 4.30 4.80 4.80	333.25 2 92.50A 3.00 0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.50V 5.50V MED 0.25 0.90 3.70V 3.90 MED 4.00	87.50 86.25 2.90 0.50 0.10 5.00 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 0.50 1.20 1.20 1.20 0.50 1.20
Androids Saga Set Androids Foil Set Androids Foil Set Androids Saga Booster Box. Androids Saga Booster Pack Uncommon card Rare foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Pogeta the Ready (L.1) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Energy Blast Uell's Defense UAwful Abrasions R Call's Threatening Position R CARD NAME Android 16 (L.1) Android 17 Smirks Android 17 Smirks Android 17 Smirks Android 18 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 18 State Downfil	22.00 (85.75) 98.00 0.30 0.30 0.30 0.30 0.30 0.30 0.30	333.25 2 92.504 0.80 0.80 0.25 5.50 V 0.70 0.80 0.70 0.70 0.70 0.70 0.70 0.70	87.50 (0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Sega Booster Box Androids Saga Booster Pack Uncommon card Rare foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Pogeta the Ready (L.1) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Energy Blast Uell's Dark Attack Cell's Energy Blast Uell's Defense UAWful Abrasions R Call's Threatening Position R CARD NAME Android 16 (L.1) Android 18 (L.1) Android 17 Smirks Android 17 Smirks Android 19 (L.1) Android 19 Stare Diverse Android 19 (L.1)	822.00 (185.75	333.25 2 92.50 a 3.30 c 2 92.50 a 3.50 c 2 0.25 c 0	87.50 (0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Sega Booster Box Androids Saga Booster Pack Uncommon card Rare foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Pogeta the Ready (L.1) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Energy Blast Uell's Dark Attack Cell's Energy Blast Uell's Defense UAWful Abrasions R Call's Threatening Position R CARD NAME Android 16 (L.1) Android 18 (L.1) Android 17 Smirks Android 17 Smirks Android 19 (L.1) Android 19 Stare Diverse Android 19 (L.1)	22.00 (85.75) 98.00 0.30 0.30 0.30 0.30 0.30 0.30 0.30	333.25 2 92.50 a 33.0 c 2 92.50 a 3.0 c 2 5 5.50 v 6.00 v 6.00 v 6.50 v 7 6.50 v 6.50	87.50 (0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card Top Foil CARDS RAF Android 18 (L-1) R Piccolo, the Trained (L-1) R Vegeta the Ready (L-1) R Vajirobe (L-4) R Vajirobe (L-4) R Vamcha (L-4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell'S Energy Blast U Cell'S Defense U Awful Abrasions R Cell's Threathening Position Cell's Threathening Position R Android 16 (L-1) R Android 17 KI-1) R Android 17 Smirks R Android 18 (L-1) R Android 18 Stare DownR Android 19 S Stare DownR	822.00 (822.00	333.25 2 92.50 3.00 0.80 0.25 5.50 0.70 MED 6.50 6.50 MED 0.25 5.50 MED 0.25 0.90 0.	87.50 866.25 2.90 0.50 0.10 0.50 1.20 0.50 1.20 0.50 0.50 0.50 0.00 0.50 0.20 0.60 3.10 3.20 0.80 3.30 3.30 3.30 3.30 3.30 3.30
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Top Foil LARDS RAF Android 18 (L.1) R Yajirobe (L.4) R Yamcha (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Dark Attack C Cell's Energy Blast Cell's Energy Blast U Cell's Defense U Awful Abrasions R Cell's Threatening Position R CARD NAME RAF Android 17 (L.1) R Android 18 Stare DownR Android 19 (L.1) R Android 19 Stieres R Android 20 (L.1) R Android 20 (L.1) R Android 20 (L.1) R Android 20 (L.1) R Black Mischievous Drill R Black Mischievous Drill Black Ksout Maneuver	22.00 : 885.75 : 98.00 98.00 98.00 98.00 1.00 0.30	333.25 2 92.50 3.0 0 0.80 0.25 5.50 V MED 0.25 5.50 V MED 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	87.50 0.50 0.10 0.50 0.10 0.50 1.20 0.50 1.20 0.50 1.20 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Androids Saga Set Androids Foli Set Androids Foli Set Androids Foli Set Androids Saga Booster Box Androids Saga Booster Pox Uncommon card Common card Common card Common foli card Uncommon foli card Uncommon foli card TOP FOIL CARDS Android 18 (L.1) R Piccolo, the Trained (L.1) R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vajirobe (L.4) R Vajirobe (L.4) R Vamcha (L.4) R CELL PREVIEW CARDS RAF Cell's Dark Attack Cell's Dark Attack Cell's Defense U Avful Abrasions Cell's Threatening Position R CARD NAME Android 16 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 18 Stare DownR Android 19 (L.1) R	822.00 (822.00	333.25 2 92.50 4 3.00 0.80 0.25 5.50 V MED 0.25 6.30 V MED 0.25 0.90 0.33 0.70 V MED 0.25 0.90 0.33 0.70 V MED 0.25 0.90 0.33 0.30 V 0.33	87.50 (2.90 (0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Rare foil card Uncommon foil card Common foil card Common foil card TOP FOIL CARDS RAF Android 18 (L.1) R Yagirobe (L.4) R Yagirobe (L.4) R Yagirobe (L.4) R Yagirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell's Dark Attack C Cell's Dark Attack C Cell's Defense U Awful Abrasions R Cell's Threatening Position R CARD NAME Android 16 (L.1) R Android 18 (L.1) R Android 19 (L.1) R Android 19 (L.1) R Android 19 (L.1) R Black Scout Maneuver R Blue Terror R Blue Terror R City in Turmoil R Celersnesses Beach R	22.00 (22	333.25 2 9.300 0.80 0.80 0.25 5.50 V 0.26 5.50 V 0.26 6.00 V 0.25	87.50 (1.00 m) (1.00
Androids Saga Set Androids Foil Set Androids Foil Set Androids Foil Set Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card Uncommon foil card TOP Foil CARDS RAP Android 18 (L-1) R Piccolo, the Trained (L-1) R Vegeta the Ready (L-1) R Vajirobe (L-4) R Vamcha (L-4) R Vamcha (L-4) R CELL PREVIEW CARDS RAF Cell Smiles Cells Dark Attack Cell Smiles Cells Dark Attack Cells Threathening Position Cells Threathening Position RANDROID 16 (L-1) R Android 16 (L-1) R Android 17 KI-1) R Android 17 Smirks Android 18 (L-1) R Android 18 Stare DownR Android 19's Distress R	22.00 : 22.00 : 3.85.75 : 3.20 3.30 3.30	333.25 2 3.00 0.80 0.25 5.50 V 0.25 5.50 V 0.26 5.50 V 0.26 5.50 V 0.27 0.20 0.30 0.80 0.80 0.80 0.80 0.80 0.80 0.8	87.50 0.50 0.10 5.00 1.20 0.50 1.20 0.50 1.20 0.50 0.50 0.50 0.50 0.00 0.60 0.10 0.80 0.80 0.80 0.80 0.80 0.80 0.8
Androids Saga Set Androids Foil Set Androids Foil Set Androids Foil Set Androids Saga Booster Pack Uncommon card Common card Common card Common foil Carl Raid Carl Sara Call's Expery Blast Coll's Defense U Android 15 Defense U Android 17 (L.1) Android 17 (L.1) Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare Android 19 (L.1) Android 19 Stierses Android 20 (L.1) Black Mischievous Drill Black Mischievous Drill Black Scout Maneuver Blue Terror City in Turmoil Defenseless Beach R Dying Planet R Goku's Heart Disease	22.00 : 885.75 : 885.75 : 98.00 93.20 1.00 0.30 6.90 2.00 1.00 1.00 8.00 7.40 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	333.25 2 9 500 0 80 0 80 0 80 0 80 0 80 0 80 0 8	87.50 (2.90 (0.50
Androids Saga Set Androids Foil Set Androids Foil Set Androids Foil Set Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Top Foil CARDS Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vaginobe (L.4) R Yamcha (L.4) R Yamcha (L.4) R CellS Dark Attack C Cell's Energy Blast Cell's Dark Attack Cell's Dark Attack Cell's Dark Attack Cell's Threatening Position Cell's Threatening Position Cell's Threatening Position R CARD MAME RAA Android 16 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 18's Stare DownR Android 18's Stare DownR Android 18's Stare DownR Android 19 (L.1) R Black Mischevous Doill R Black Scout Maneuver Blue Terror City in Turmoil R Befenseless Beach R Dying Planet Goku's Heart Disease R Kami's Roating Island R Knockout Drill R	22.00 : 22.00 : 3.85.75 : 3.20 3.30 3.30	333.25 2 9 2.50 A 0.80 O 0.80 O 0.70 MeD 0.60 O 0.55 S0 V 6.00 V 6.55 V 0.25 S 5.80 V 0.26 S 0.26 S 0.27 O 0.27 O 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0.25 S 0	87.50 (1.50 m) (1.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Common foil card Common foil card Uncommon foil card Common foil card TOP FOIL CARDS Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Yajirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell's Dark Attack C Cell's Energy Blast U Cell's Defense U Awful Abrasions R R CARD NAME RAF Android 17 (L.1) R Android 17 (L.1) R Android 18 Card Six R Android 18 (L.1) R Android 19 (L.1) R And	22.00 s 85.75 s 1.00 s 2.00 s	333.25 2 3.00 0.80 0.80 0.25 5.50 V 0.25 5.50 V 0.26 6.50 V 6.50 V 6.50 V 0.25 5.50 V 0.25 6.00 V 0.25	87.50 (1.00 m) (1.00
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common card Common foil card Uncommon foil card Uncommon foil card Top Foil CARDS RAF Android 18 (L-1) R Piccolo, the Trained (L-1) R Vagita the Ready (L-1) R Vagita the Ready (L-1) R Vagita the Ready (L-1) R Vamcha (L-4) R Vamcha (L-4) R CELL PREVIEW CARDS RAF Cell's Smiles C Cell's Energy Blast U Cell's Defense U Awful Abrasions R Cell's Threatening Position Cell's Defense U Awful Abrasions R CARD NAME RAF Android 16 (L-1) R Android 17 K(L-1) R Android 17 Smirks R Android 17 Smirks R Android 17 Smirks R Android 19 S Distress R Android	22.00 (1.00	333.25 2 3.00 0.80 0.80 0.25 5.50 V 0.25 5.50 V 0.26 6.50 V 6.50 V 6.50 V 0.25 5.50 V 0.25 6.00 V 0.25	87.50 (1.00 m) (1.00
Androids Saga Set Androids Foil Set Androids Foil Set Androids Foil Set Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Top Foil CARDS Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Vagitrobe (L.4) R Yamcha (L.4) R Yamcha (L.4) R Yamcha (L.4) R Yamcha (L.4) R Cells Damiles Cells Damiles Cells Energy Blast Cells Energy Blast U Call's Defense U Android 17 (L.1) R Android 17 (L.1) R Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare DownR Android 19 (L.1) R Black Mischievous Drill R Black Scout Maneuver Blue Tierror City in Turmoil R Befenseless Beach Dying Planet Goku's Heart Disease R Kami's Floating Island R Knockout Drill R Namekian Terimotrik R Namekian Terimotrik R Namekian Terimotrik R	22.00 : 22.00 : 32.00	333.25 2 9.250 0 0.80 0 0.80 0 0.25 5.50 V 0.26 5.50 V 0.26 6.50 V 0.27 0 0.27 0 0.28 0 0.28 0 0.29 0 0.29 0 0.20	87.50 86.25 2.90 0.50 0.10 5.00 0.50 0.50 0.50 5.00 0.50 5.50 0.50 0.20 0.2
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Set 5 Androids Saga Booster Pack Uncommon card Common card Common card Common card Common foil card Uncommon foil card Uncommon foil card Top Foil CARDS RAF Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vajirobe (L.4) R Vamcha (L.4) R Vamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell'S Dark Attack C Cell'S Defense U Awful Abrasions R Cell'S Threatening Position Cell'S Threatening Position Cell'S Threatening Position R CARD NAME RAF Android 16 (L.1) R Android 17 (L.1) R Android 17 Smirks R Android 17 Smirks R Android 18 Stare DownR Android 19 Sbistress R R CORD M R R R R R R R R R R R R R R R R R R R	22.00 (1.00	333.25 2 9.250A 0.80 0.80 0.25 5.50Y 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.	87.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Common foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Pogeta the Ready (L.1) R Yajirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Dark Attack Cell's Energy Blast Cell's Dark Attack Cell's Energy Blast Cell's Defense U Awful Abrasions R CARD NAME Android 17 (L.1) Android 18 (L.1) Android 18 (L.1) Android 18 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 19 (R.1) R Android 19 (R.1) R Android 19 (R.1) R Android 19 (R.1) R Android 20 (R.1) R R R Android 20 (R.1)	22.00 (1.00	333.25 2 9.250 0.80 0.80 0.80 0.80 0.85 5.50 V 0.25 5.50 V 0.25 5.50 V 0.25 6.00 V 0.25 6.	87.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Set 5 Androids Saga Booster Pack Uncommon card Common card Common card Common card Common foil card Uncommon foil card Uncommon foil card Top Foil CARDS RAF Android 18 (L-1) R Piccolo, the Trained (L-1) R Vagirobe (L-4) R Vagirobe (L-4) R Vagirobe (L-4) R Vamcha (L-4) R Vamcha (L-4) R CELL PREVIEW CARDS RAF Cell Smiles C Cell's Energy Blast U Cell's Defense U Awful Abrasions R Cell's Threatening Position Cell's Threatening Position Cell's Threatening Position R Android 16 (L-1) R Android 17 K(L-1) R Android 17 Smirks R Android 18 (L-1) R Android 18 (L-1) R Android 19 S Distress R Android 19 S Distress R Android 19 S Distress R Android 19 CL-1) R Android 19 S Distress R Android 19 CL-1) R Android 19 S Distress R Android 19 S Distress R Android 19 CL-1) R Black Kinschievous Drill R Black Scout Maneuver Blue Terror City in Turmoil R Defenseless Beach R Dying Planet Goku's Heart Disease Kami's Floating Island R Knockout Drill R Namekian Friendship R Namekian Friendship R Namekian Friendship R Orange Rage R Orange Searching Maneuw R Piccolo, the Trained (L-1) R	22.00 (1.00	333.55 2 3 3 3 0 0 3 3 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 8 0 0 0 8 0	87.50 (2.290 (2.100 (2.
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Common foil card Common foil card Common foil card TOP FOIL CARDS Android 18 (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Piccolo, the Trained (L.1) Pogeta the Ready (L.1) R Yajirobe (L.4) R Yamcha (L.4) R CELL PREVIEW CARDS RAF Cell Smiles Cell's Dark Attack Cell's Energy Blast Cell's Dark Attack Cell's Energy Blast Cell's Defense U Awful Abrasions R CARD NAME Android 17 (L.1) Android 18 (L.1) Android 18 (L.1) Android 18 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 19 (R.1) R Android 19 (R.1) R Android 19 (R.1) R Android 19 (R.1) R Android 20 (R.1) R R R Android 20 (R.1)	22.00 (1.00	333.25 2 9.250 9.250	87.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50
Androids Saga Set Androids Foil Set Androids Foil Set Androids Saga Booster Book Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card To Foil CARDS Android 18 (L.1) R Piccolo, the Trained (L.1)R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vegeta the Ready (L.1) R Vagirobe (L.4) R Yamcha (L.4) R ZELL PREVIEW CARDS RAF Cell Smiles Cell'S Dark Attack Cell'S Dark Attack Cell'S Threatening Position Cell'S Threatening Position Readroid 16 (L.1) R Android 16 (L.1) R Android 17 (L.1) R Android 17 (L.1) R Android 19 (L.1) R Black Mischewous Dnill R Black Mischewous Dnill R Black Scout Maneuver Blue Terror City in Turmoil Black Mischewous Dnill R Black Scout Maneuver R Blue Terror City in Turmoil Refersoless Beach R Oying Planet R R RAMEKan Teamwork R Piccolo, the Trained (L.1) R R Remekan Teamwork R Piccolo, the Trained (L.1) R Rebellion R Red Tactical Dnill R Red Tactical Dnill R Red Tactical Dnill R R	22.00 1.00 3.20 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	333.25 2 9.250 9.250	87.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 3 Androids Foil Set 3 Androids Saga Booster Pack 4 Londroids Saga Booster Pack 4 Londroid Foil Card 5 Londroid Foil Card 6 Londroid Common foil card 6 Londroid 18 (L.1) R Londroid 18 (L.1) R Londroid Foil Sea 1 Londroid Foil Sea	22.00 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 1.0	333.55 2 9 5 0 0 80 0 0 80 0 0 80 0 0 80 0 0 80 0 0 80 0 0 80 0 0 80 0 0 80 0 0 8	87.50 (1.00 m) (1.00
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Set 5 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card Tommon foil card Tommon foil card Common foil card Common foil card Common foil card Tomp Foil LeAris Android 18 (L.1) R Vagita the Ready (L.1) R Vagita the Ready (L.1) R Vagita the Ready (L.1) R Cell's Darik Attack Cell's Energy Blast Cell's Threatening Position Ready Card Set 1 Android 17 (L.1) R Android 17 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare DownR Android 19 (L.1) R Android 19 Stierses R Android 20 (L.1) R Black Mischievous Drill R Black Mischievous Drill R Black Mischievous Drill R Black Mischievous Drill R Black Beard Dying Planet Goku's Heart Disease R Kami's Floating Island R Knockout Drill Namekian Teamwork R Orange Searching Maneueur Rebellion Red Counterstrike R Piccolo, the Trained (L.1) R Rebellion Red Counterstrike R Red Tactical Drill R Salyan Lightning Dodde R Severe Brüsses R Severe Brüsses R	22.00 1.00 3.20 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	333.25 2 9 3.00 0.80 0.80 0.80 0.85 5.50 v 0.25 5.50 v 0.25 6.50 0.25 6.50 0.25 6.50 v 0.2	87.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50
Androids Saga Set 2 Androids Foil Set 3 Androids Foil Set 4 Androids Foil Set 5 Androids Saga Booster Pack Uncommon card Common card Common card Common foil card Uncommon foil card Uncommon foil card Tommon foil card Tommon foil card Common foil card Common foil card Common foil card Tomp Foil LeAris Android 18 (L.1) R Vagita the Ready (L.1) R Vagita the Ready (L.1) R Vagita the Ready (L.1) R Cell's Darik Attack Cell's Energy Blast Cell's Threatening Position Ready Card Set 1 Android 17 (L.1) R Android 17 (L.1) R Android 18 (L.1) R Android 18 (L.1) R Android 18 Stare DownR Android 18 Stare DownR Android 18 Stare DownR Android 19 (L.1) R Android 19 Stierses R Android 20 (L.1) R Black Mischievous Drill R Black Mischievous Drill R Black Mischievous Drill R Black Mischievous Drill R Black Beard Dying Planet Goku's Heart Disease R Kami's Floating Island R Knockout Drill Namekian Teamwork R Orange Searching Maneueur Rebellion Red Counterstrike R Piccolo, the Trained (L.1) R Rebellion Red Counterstrike R Red Tactical Drill R Salyan Lightning Dodde R Severe Brüsses R Severe Brüsses R	22.00 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 0.30 1.00 1.0	333.55 2 3 3 3 0 4 3 3 3 0 7 3 3 0 7 3 3 3 0 7 3 3 3 0 7 3 3 3 0 7 3 3 3 0 7 3 3 3 0 7	87.50 (1.00 m) (1.00

RRCCC	7.20 7.20 7.90 UPR 0.45 0.50	5.50 V 5.50 V 5.50 V MED 0.25 0.25	5.00 5.00 5.00 LOW 0.20 0.20	Tien's Riight R 3.90 3.30 3.0 3.00 Trunks Guardian Drill UR 43.00 32.50 17.50 Vegeta the Ready (L.1) R 5.00 4.80 3.50 Winter Countryside R 3.30 3.10 3.00 -74jirobe (L.4) R 5.00 4.10 3.30 3.00 3.00 3.00 3.00 3.00 3.00 3	
U R Clear R	1.00 1.00 3.70	0.70 0.70 3.00▼ 3.00▼	0.40 0.40 3.00 2.60	CELL SAGA (200 cards+6 previews) Cell Saga Set 374.75 316.25 ▲283.25 Cell Saga Foil Set 406.75 345.75 318.75 Cell Saga Starter Box 110.50 99.75 ▲ 86.25	
RAR R R R	UPR 3.30 4.00 4.00 3.30	3.00 3.20 3.20 3.00	3.00 3.00 3.00 3.00 3.00	Cell Saga Booster Box 100.00 97.504 87.50 Cell Saga Starter Deck 13.25 12.50a 11.75 Cell Saga Booster Pack 3.30 3.00* v 2.90 Uncommon card 1.00 1.00 0.70 Common card 0.25 0.25 0.25 Fixed Card (X) 3.10 2.00 0.80	
R	3.30 3.30 3.30 53.75 5.00	3.00 3.00 3.00 43.75 ¥ 3.80 ¥	3.20	Fixed Card (X) 3.10 2.00 0.88	
R R R ast!	4.30 5.00 4.00 5.00	3.20 ¥ 4.00 3.20 3.40 ▼	3.00 3.20 3.00 3.00	Blue Style Mastery R 7.50 5.50 5.00 5.00 Cell, the Destroyer (L4) R 9.00 6.00 5.00 5.00 Cell, the Master (L5) R 9.00 6.00 5.00 5.00 Gohan, Ascendant (L4) R 9.00 6.00 5.00 Gohan, the Winner (L5) R 9.20 6.00 5.00 5.00	
RRRRR	3.30 3.30 3.30 4.00 5.00	3.00 3.00 3.00 3.20 4.10	3.00 3.00 3.00 3.00 3.20	Goku (L.4) R 9.00 6.00 5.00 Namekian Style Mastery R 7.50 5.50 5.00 5.00 F. Mastery R 8.30 5.50 5.00 F. Mastery R 7.50 5.50 5.50 5.00 F. Trunks, the Powerful (L.4) R 7.90 6.00 5.00 5.00	
R R R (L.3	3.30 3.30 4.80 4.70 4.70	3.00 3.00 4.00 4.00 4.00	3.00 3.00 3.20 3.20 3.20	Vegeta, Ascendant (L4) R 7,90 6,00 Y 5,00 Cell GAMES PREVIEWSRAR UPR MED LW LW Dell's Draining C 2,30 0,30 0,25 Cell's Arena C 2,30 0,30 0,25 Cell's Last Strike U 2,50 1,00 1,80 They're All There U 2,80 1,50 A 1,00 1,80 1,50 A 1,00))
RRRRR	4.40 5.30 4.00 3.30 3.30	4.00 4.10 3.20 3.00 3.00	3.20 3.20 3.00 3.00 3.00	Heroes' Battleground R 4.60 3.20 3.00 3)
R R ning l R URF	4.90 4.00 Move 3.30 68.50	4.10 3.20 3.00 50.00	3.20 3.00 3.00 40.00	Android 16's Battle Charge R 3.40 3.10 3.00 Android 16's Rage R 3.40 3.10 3.00 Android 17, the Destroyer (L.3 HT) XF 5.00 4.50 4.50 4.00 Android 18 (L.4) R 3.80 3.20 3.00)
R R R R	4.00 4.10 5.00 3.80 3.30	3.20 3.20 4.50 3.10 3.00	3.00 3.00 3.20 3.00 3.00	Android 18, the Smart One (L.3 HT) XF 5.00 4.50 4.00 Android 20, the Destructor (L.3 HT) XF 5.00 4.50 4.00 Black Style Mastery R 4.30 3.50 3.00 3.00 Black Style Mastery R 4.30 3.50 3.00 3.00)
	SAGA	11.00	005.50	Blue Assistance Drill R 3.20 3.00 3.00 Blue Diving Punch Drill R 3.20 3.00 3.00 3.00 Blue Blue Drop R 3.20 3.00 3.00 3.00 3.00 3.00 3.00 3.00)
3	85.753	211.00 A 2 333.25 2	87.50	Blue Elbow Drop R 3.20 3.00 3.00 Blue Head Charge R 3.20 3.00 3.00)
	98.00	92.50		Blue Left Cross Punch R 3.20 3.00 3.00)
	3 20	3 00			
	3.20 1.00 0.30 6.90 2.00	3.00 0.80 0.25 5.50 2.00	2.90 0.50 0.10 5.00 1.20	Blue Style Mastery R 4.50 3.50 3.00 3.00 Blueprints R 3.20 3.00 3.00 Cell, the Destroyer (L.4) R 4.60 3.50 V 3.00 Cell, the Master (L.5) R 4.80 3.50 V 3.00 Cell, the Perfect Warrior (L.3 HT))
RAR	1.00 0.30 6.90 2.00 1.00 UPR	0.80 0.25 5.50 V 2.00 A 0.70 MED	2.90 0.50 0.10 5.00 1.20 0.50 LOW	Blueprints R 3.20 3.00 3.00 Cell, the Destroyer (L.4) R 4.60 3.50 V 3.00 Cell, the Master (L.5) R 4.80 3.50 V 3.00 Cell, the Perfect Warrior (L.3 HT) XF 5.30 4.00 V 3.90 Cell's Power Drain R 3.20 3.00 3.00	
RAR R 1)R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.00 V	2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50	Blueprints R 3.20 3.00 3.00 Cell, the Destroyer (L.4) R 4.60 3.50 V 3.00 Cell, the Master (L.5) R 4.80 3.50 V 3.00 Cells Perfect Warrior (L.3 HT) X 5.30 Cell's Power Drain R 3.20 3.00 3.00 Cell's Presence URF 48.50 3.00 2.52 Chil-Chi, the Wife (L.3) R 3.20 3.00 3.00 3.00 Cell's Presence URF 48.50 3.00 3.00 3.00 Cell's Presence URF 48.50 3.00 3.00 3.00 Cell's Presence URF 48.50 3.00 3.00 3.00 3.00 Cell's Presence URF 48.50 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	
RAR R 1)R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00 7.40	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V	2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50 5.50 5.00	Blueprints R 3.20 3.00 3.00 Cell, the Destroyer (L.4) R 4.60 3.50 Y 3.00 Cell, the Master (L.5) R 4.80 3.50 Y 3.00 Cell, the Perfect Warrior (L.3 HT) XF 5.30 4.00 Y 3.00 Cell'S Presence URF 48.50 3.00 3.00 Cell'S Presence URF 48.50 3.00 3.00 Cell'S Cell's Destroyer Cell'S Presence URF 48.50 3.00 3.00 Dende Dragon Ball C R 3.80 3.40 3.00 Dende Dragon Ball C R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 3.50 Y 3.00 Sende Dragon Ball T R 4.30 Sende Dragon Ball	
RAR R 1)R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V	2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50 5.50	Blueprints	
RAR R R R R R R RAR C	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00 7.40 UPR 1.60	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V MED 0.25	2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.00 5.50 5.50 5.00 LOW 0.20	Blueprints	
RAR R 1)R R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00 7.40 UPR	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V MED	2.90 0.50 0.10 5.00 1.20 0.50 5.00 5.50 5.50 5.00 6.20 0.20 0.60	Blueprints R 3.20 3.00 3.00 Cell, the Bestroyer (L.4) R 4.60 3.50 V 3.00 Cell, the Master (L.5) R 4.80 3.50 V 3.00 Cell the Perfect Warrior (L.3 HT) X 5.30 X 5.00	
RAR R R R R R R C C U U R n R R R R R R R R R R R R R R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00 7.40 UPR 1.60 1.30 1.30 4.00	0.80 0.25 5.50▼ 2.00♠ 0.70 MED 5.80▼ 6.00▼ 6.50▼ 5.50▼ MED 0.25 0.90 0.90 3.70▼ 3.90 MED	2.90 0.50 0.10 5.00 1.20 0.50 LOW 5.50 5.50 5.50 0.20 0.20 0.60 0.60 3.10	Blueprints R 3.20 3.00 3.00 Cell, the Destroyer (L.4) R 4.60 3.50 3.00 Cell, the Master (L.5) R 4.80 3.50 V 3.00 Cell, the Perfect Warrior (L.3 HT) S 5.30 4.00 V 3.90 Cell's Presence UPR 48.50 3.00 3.00 Cell's Presence UPR 48.50 3.00 3.00 Cell's Cell's Presence UPR 48.50 3.00 3.00 3.00 Cell's Cell'	
RAR R R R R R R C C U U R ion R R R R R R R R R R R R R R R R R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 8.00 7.40 7.40 UPR 1.60 1.30 1.30 4.00 4.30 UPR 4.80	0.80 0.25 5.50V 2.00A 0.70 MED 5.80V 6.00V 6.50V 5.50V MED 0.25 0.90 0.90 3.70V 3.90 MED 4.00	2.90 0.50 0.10 5.00 1.20 0.50 1.20 5.50 5.50 5.00 5.00 0.20 0.20 0.60 3.10	Blueprints	
RAR R R R R R R C C U U R ion R R R R R R R R R R R R R R R R R R R	1.00 0.30 6.90 2.00 1.00 VPR 7.90 7.20 8.00 7.40 VPR 1.60 1.30 4.30 VPR 4.80 4.80 4.80 3.90	0.80 0.25 5.50 Y 0.70 MED 5.80 Y 6.00 Y 6.50 Y 5.50 Y MED 0.25 0.25 0.90 0.90 3.70 Y 4.00 3.30	2.90 0.50 0.10 5.00 1.20 0.50 5.00 5.00 5.00 5.00 5.00 0.20 0.60 0.60 3.10 3.20 LOW 3.30 3.30 3.00	Blueprints	
RAR R R R R R R R R R R R R R R R R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.20 8.00 7.40 UPR 1.60 1.30 4.30 UPR 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.80	0.80 0.25 5.50V 0.70 0.70 0.70 0.80 5.50V 0.25 0.25 0.90 0.90 0.90 3.70V 4.00 4.00 4.00 4.00 4.00 4.00	2.90 0.50 1.20 0.50 1.20 0.50 5.50 5.50 6.50 0.20 0.20 0.60 0.60 0.60 0.60 0.60 0.80 0.20 0.3.10	Blueprints	
RAR R R R R R C C U U R IO R R R R R R R R R R R R R R R R R	1.00 0.30 6.90 1.00 UPR 7.90 7.20 8.00 0.7.40 7.40 1.60 1.30 4.30 4.80 3.90 4.10 4.80 3.90 4.80 3.90	0.80 0.25 5.60 \(\text{V} \) 0.70 MED 0.25 0.25 0.90 0.90 0.90 3.70 \(\text{V} \) MED 4.00 4.00 3.30 4.10 3.70 \(\text{V} \) 3.70 \(\text{V} \)	2.90 0.50 1.20 0.50 1.20 0.50 5.00 5.50 5.50 0.20 0.20 0.60 3.10 3.30 3.30 3.30 3.30 3.30 3.30 3.3	Blueprints	
RAR R R R R C C U U R I O R R R R R R R R R R R R R R R R R	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.40 7.40 UPR 1.60 1.30 4.30 UPR 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.80	0.80 0.25 5.50 V 0.70 MED 0.25 6.00 V 6.50 V 0.25 0.90 0.90 0.25 0.90 0.40 4.00 3.30 4.10 3.30 4.00 3.30 4.00 3.30 V	2.90 0.50 1.20 5.00 1.20 5.00 5.00 5.00 5.55 5.50 0.20 0.20 0	Blueprints	
RAR R)RRRRRCCUURIORRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 0.30 6.90 2.00 1.00 UPR 7.90 8.00 7.40 7.40 1.60 1.30 4.30 UPR 4.80 4.80 3.90 4.10 4.80 4.80 4.80 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 MED 6.00 V 6.50 V 5.50 V 0.25 0.90 0.25 0.90 0.20 3.70 V 4.00 4.00 4.00 4.00 3.30 V 4.00 3.33 V 4.00 3.33 V 4.00 3.33 V 4.00 3.33 V	2.90 0.50 1.20 0.50 1.20 0.50 1.00 5.00 5.50 5.50 0.20 0.20 0.60 3.10 3.30 3.30 3.30 3.30 3.30 3.30 3.3	Blueprints	
RAR 1)RRRRCCUURIORRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 0.30 2.00 1.00 0.00 7.40 0.00 7.40 0.00 1.30 4.30 0.00 4.30 0.00 4.80 3.90 4.80 3.90 4.80 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 4.80 3.90 4.80 4.80 3.90 4.80 3.90 4.80 3.90 4.80 4.80 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 0.00 0.70 0.80 0.70 0.80 0.80 0.70 0.80 0.8	2.90 0.50 0.50 1.00 0.50 1.00 5.00 5.50 5.5	Blueprints	
RAR RAR CCUUR OR RAR RAR RAR RAR RAR RAR RAR RAR RAR RA	1.00 0.30 1.00 2.00 1.00 1.00 7.20 8.00 7.40 7.40 7.40 1.30 4.30 4.80 4.80 4.80 4.80 4.80 4.70 3.90 4.70 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 0.00 0.70 MED 5.80 MED 6.50 MED 6.50 MED 0.25 0.25 0.25 0.25 0.25 0.370 MED 4.00 4.00 3.30 4.10 3.70 4.10 3.30 4.10 3.30 4.10 3.30 4.00	2.90 0.50 0.10 5.00 1.20 0.50 0.50 0.50 5.00 5.50 5.50 5.50 0.20 0.20 0.20 0.20 0.33 3.30 3.30 3.30 3.30 3.00 3.00 3.00 3.00 3.00 3.00 3.00	Blueprints	
RAR RAR RAR CCUUR IO RAR RAR RAR RAR RAR RAR RAR RAR RAR RAR	1.00 0.30 1.00 1.00 7.20 8.00 7.40 7.40 1.30 1.30 4.00 4.80 4.80 4.80 4.80 4.80 3.90 4.80 4.80 3.90 4.80 4.80 3.90 4.80 4.80 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 2.00 A 0.70 6.00 V 6.00 V 6.50 V NED 0.25 0.90 0.29 0.90 0.29 0.29 0.29 0.29 0.29	2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.20 0.60 0.20 0.60 0.20 0.40 0.20 0.40 0.33 0.30	Blueprints	
RAR RAR RAR CCUUR OF RAR RAR RAR RAR RAR RAR RAR RAR RAR RAR	1.00 0.30 6.90 2.00 1.00 UPR 7.90 7.40 7.40 1.60 1.30 4.00 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.20 0.60 3.10 3.20 1.00 3.30 3.30 3.30 3.30 3.00	Blueprints	
RAR 1)RRRRCCUURIORRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 0.30 6.90 2.00 1.00 7.20 7.20 7.40 7.40 1.60 1.30 4.00 4.80 3.90 5.00 4.80 4.80 4.80 4.70 3.30 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 0.70 0.70 0.70 0.650 V 0.580 V 0.25 0.90 0.25 0.90 0.25 0.90 0.3.30 4.00 0.3.30 4.00 3.30 V 0.3.30 V	2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.20 0.60 3.10 3.20 1.00 3.30 3.30 3.30 3.30 3.00	Blueprints	
RAR RAR CCUUR OOR RAR RAR RAR RAR RAR RAR RAR RAR RAR RA	1.00 0.30 6.90 2.00 1.00 1.00 7.20 7.20 8.00 7.40 7.40 7.40 1.60 1.30 4.80 4.80 4.80 4.80 3.90 4.10 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 2.00 A 0.70 MED 5.80 V 6.50 V 5.50 V 5.50 V 6.50 V 6.50 V 4.00 3.90 4.00 4.00 3.30 V 4.00 3.31 V 4.00 3.31 V 4.00 3.31 V 4.00 3.32 V 4.00 3.33 V	2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.20 0.60 0.20 0.60 0.20 0.60 0.20 0.60 0.30	Blueprints	
RAR RAR CCUUR IO RAR RAR RAR RAR RAR RAR RAR RAR RAR RA	1.00 0.30 6.90 2.00 1.00 UPR 7.90 8.00 7.40 UPR 1.60 1.30 1.30 4.00 4.80 4.70 3.90 3.90 3.90 3.50 4.80 4.80 4.70 3.50 3.50 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	2.90 0.50 0.10 5.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.20 0.60 0.20 0.60 0.20 0.60 0.20 0.60 0.30	Blueprints	
RAR R)RRRRR ROCCUURINERRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 0.30 6.90 2.00 UPR 7.90 8.00 0.7.40 7.40 1.30 4.00 4.30 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 3.90 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	2.90 0.50 0.50 0.10 5.00 0.50 0.50 0.50 0.5	Blueprints	
RAR RAR RAR RAR RAR RAR RAR RAR RAR RAR	1.00 0.30 6.90 2.00 UPR 7.90 8.00 0.1.30 1.30 4.00 4.30 4.80 4.80 4.80 4.80 4.80 3.90 4.10 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	2.90 0.50 0.50 0.10 5.00 0.50 0.10 0.50 0.5	Blueprints	
RAR RECCUUR OR RERERERERERERERERERERERERERERERERER	1.00 0.30 6.90 2.00 UPR 7.90 8.00 7.40 UPR 7.40 1.60 1.30 4.30 4.30 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	0.80 0.25 5.50 V 0.25 5.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	2.90 0.50 0.50 0.10 5.00 1.20 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0	Blueprints	

Saiyan Saga Set 408.00 288.00 ≥69.00 Saiyan Saga Foil Set 451.25 408.00 38.00 ≥69.00 Saiyan Saga Starter Box 88.25 77.50 74.25 For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!





333.25 300.00 4245.00

391.25 361.00 330.50 96.25 89.50 78.25 96.25 3.30 1.00

3.00**v** 1.00 3.00 0.70

0.25 5.00 2.00 0.70 0.30

6.00▼ 8.00 6.00V 5.00 5.00

> 6.00▼ 5.00 5.00

2.50

7.90 6.00▼ 5.00

6.00 6.00

7.00 6.00▼ 6.00**v**

6.00

7.90 7.00 6.00▼ 6.00▼ 5.00

6.00 6.00 5.00 6.00▼ 5.00 5.00 5.00 6.007

7.90 7.00 6.00▼ 6.00▼

7.90 6.00▼ 5.00

0.60 0.50 0.50 0.35 0.25

1.00 1.00 0.80

5.20 5.20 4.00 4.00 MED

3.30 3.00 3.00

4.00 3.30 3.20 3.20 5.00 5.00 5.30

4.00

4 00

4 00

4.00 5.00 3.30 3.00

4.00 3.30

3.30 3.20 3.00 3.00

3.30 3.00 3.30 3.00

4.00

Straining Destruction move R 3.30 3.00 3.00 Straining Rebirth Move R 3.30 3.00 3.00 3.00 Surprise Hit R 3.20 3.00 3.00 The Power of the Dragon R 4.00 3.30 3.00 3.00 Trunks, the Battler (L.5) UR 92.50 50.00 41.25 Vegeta's Anger Drill R 4.00 3.30 3.00 3.00 Vegeta's Surprised R 4.00 3.30 3.00 Vegeta's Surprised R 4.00 3.00 Vegeta's Surprised R 4.00 3.00 Vegeta's Surprised R 4.00

R

R

R R R R

0.15 5.00

1.30 0.50

5.00

0.80

3.20

3.00

3.00 3 10 5.00▲ 5.00▲ 3.10

3.20

3.00

3.10 3.00 3.00 3.00 5.00

3.00 3.50▼ 3.20▲ 4.00 3.20 4.00

3.00 4.00 3.00

3.30 3.00 3.20

3.30▼ 3.00 UR 72.50 47.50 37.50 R 3.30 3.00 3.00

3.00 3.00 3.00

3.00

B 330 300

3.30

0.25

3.00 2.00 6.00

358.75 322.50 286.25 568.75 487.50 406.25 94.50 87.50 82.50

88.50 85.00 83.75 11.00 11.00 10.00

3.00**v** 3.00 1.00 0.80 0.20

0.10

Red Jump Kick Red Style Mastery Saiyan Style Mastery

Cell Games Set

Booster Box Booster Pack

Cell Games Foil Set

Uncommon card

Android 18's Effect

Blue Fist Smash

Blue Fist Smas Cell Jr. 1 (L.1) Cell Jr. 1 (L.2) Cell Jr. 2 (L.1) Chiaotzu (L.2) Dende (L.2)

Gohan's Elbow Block

Goku's Farewell Group Attack R
Injured R
Orange Energy Smash R
Straining Destruction Move

Goku's Dragon Ball Quest R

Straining Rebirth Move R

The Power of the Dragon R Vegeta's Anger Drill R

Vegeta's Surprised R
CELESTIAL GAMES PREVIEW

Celestial Games Begin C Goku Helping Drill C Gohan Meditates U

Gathering of Warriors Brothers in Training Chi-Chi on the Attack!

Android 18's Effect

Blue Windup Blast Caught Off Guard Drill Cell Jr. 1 (L.1) Cell Jr. 1 (L.2) Cell Jr. 2 (L.1) Chazke Village

Aura Clash Blue Fist Smash

Chiaotzu (L.2) Cosmic Backlash

Dragon's Victory Gohan's Elbow Block

Goku's Dragon Ball Quest R Goku's Farewell R Group Attack

Group Attack H
Injured R
Korin's Tower R
Megaton Bull Crusher R
Orange Energy Smash R
Orange Focused Attack R
Piccolo, the Defender (L.5)

Saiyan Face Smash Straining Destruction Move

Who's da Man!

World Games Set World Games Foil Set Starter Box

Booster Box

Starter Deck Booster Pack Uncommon card

Common card

Fixed card (X)

Rare foil card

Dende (L.2) Double Teaming

Common card

Rare foil card Uncommon foil card Common foil card



	and the man't use uses the raides level must be	School Services
	places on Ally in play. Discord this cord when your opporent places on Ally in play. Limit, I per cleck	
	Remove from the game allear use:	
ı	Dia Edia, piesso per bester	
	the distribution of the contracts and the contracts and the contracts are contracts.	100
	DECraniques.com	RE
I	BABIDI SAGA FOIL PREVIEWS UPR MED	LOW
ı	Face Off C 1.00 0.90 Righteous Strike C 1.00 0.90	0.70
ı	Righteous Strike C 1.00 0.90 Evil's True Face U 2.60 2.30	0.70 1.90
١	Energy Drain U 2.60 2.30▼	1.90
ı	Supreme Kai's Power Hold	
	R 9.90 7.80	5.80
ļ	Supreme Kai (L.1) R 9.90 7.80 Majin Vegeta, the Dark Prince (L.1)	5.80
l	R 12.00 10.25	8.40
ı	TOP FOIL CARDS RAR UPR MED	LOW
1	Black Style Mastery R 9.00 9.00	6.00
١	Blue Style Mastery R 9.00 9.00	6.00
١	Capsule Corp. R 9.00 7.00▼ East Kai Sensei R 9.00 7.00▼	6.00 6.00
	Freestyle Mastery R 9.00 9.00	6.00
Ì	Gohan, the Energized (L.4)R 12.00 9.50A	6.00
	Goku, the King's Pupil (L.4)	0.00
	R 12.00 9.50 Grand Kai (L.1) R 9.50 9.00 V	6.00 6.00
	Grand Kai (L.1) R 9.50 9.00 Namekian Style Mastery R 9.00 9.00	6.00
	North Kai Sensei R 9.00 7.00▼	6.00
	Olibu, the Honorable (L.4)R 9.00 7.00▼	6.00
I	Orange Style Mastery R 9.00 9.00 Pikkon, the Hero (L.4) R 9.00 8.00▼	6.00
I	Pikkon, the Hero (L.4) R 9.00 8.00 Red Style Mastery R 9.00 9.00	6.00 6.00
	Saivan Style Mastery R 9.00 9.00	6.00
	BABIDI SAGA PREVIEW CARDS UPR MED	LOW
	Face Off C 1.00 0.30	0.20 0.20
ı	Righteous Strike C 1.20 0.30 Evil's True Face U 1.70 1.10	0.20
	Energy Drain U 2.20 1.10V	0.90
	Supreme Kai's Power Hold	
	R 6.40 4.50V	3.00
	Supreme Kai (L.1) R 6.40 4.50 Majin Vegeta, the Dark Prince (L.1)	3.00
ı	R 8.30 7.80▼	6.40
ı	CARD, NAME RAR UPR MED	LOW
ı	Arqua, the Agile (L.2) R 3.00 3.00▼	3.00
ı	Arqua, the Water Champion (L.1) R 3.00 3.00▼	3.00
l	Arqua Unleashed (L.3) R 3.00 3.00▼	3.00
ł	Black Style Mastery R 5.00 5.00	3.00
į	Blue Style Mastery R 5.00 5.00	3.00
Ì	Capsule Corp. R 4.00 4.00 Chapuchai (L.1) R 3.00 3.00▼	3.00 3.00
I	Capsule Corp. R 4.00 4.00 Chapuchai (L.1) R 3.00 3.00 Chapuchai, the Tenacious (L.3)	0.00
ı	R 3.00 3.00▼	3.00
1	Chapuchai, the Tiny (L.2) R 3.00 3.00 V	3.00
ı	East Kai Sensei R 6.00 4.50V Evil Presence Drill UR 55.00 55.00V	3.00 30.00
	Freestyle Mastery R 5.00 4.00 V	3.00
	Froug (L.1) R 4.00 3.00▼	3.00
	Froug, the Huge (L.3) R 4.00 3.00V	3.00
	Froug (L.1) R 4.00 3.00V Froug, the Huge (L.3) R 4.00 3.00V Froug, the Underdog (L2)R 4.00 3.00V Gohan (L.1 HT) XF 4.00 4.00	3.00 4.00
	Gohan (L.1 HT) XF 4.00 4.00 Gohan, the Energized (L.4)R 6.00 4.00	3.00
	Goku (L.1 HT) XF 4.00 4.00	4.00
	Goku, the Galaxy's Hero (L.5)	25.00
	UR 89.00 /5.00 V	35.00
1	Goku, the King's Pupil (L.4) R 8.00 6.00▼	3.00
	Goku's Blinding Strike UR 55.00 50.00▼	35.00
	Goten (L.1 HT) XF 4.00 4.00	4.00
	Grand Kai (L.1) R 5.00 4.00▼ Kid Trunks (L.1 HT) XF 4.00 4.00	3.00 4.00
	Kid Trunks (L.1 HT) XF 4.00 4.00 Krillin, the Great (L.3) R 4.00 3.00	3.00
	Krillin, the Husband (L.2)R 4.00 3.00 V	3.00
	Majin Spopovitch (L.1) R 4.00 3.00▼	3.00
	Majin Spopovitch, the Empowered (L.2) R 4.00 3.00▼	3.00
	R 4.00 3.00 Majin Spopovitch, the Revitalized (L.3)	0.00
	R 4.00 3.00	
	Maraikoh (L.1 HT) XF 4.00 4.00	4.00
	Namekian Style Mastery R 4.00 3.00 North Kai Sensei R 4.00 4.00	3.00
	North Kai Sensei R 4.00 4.00 Olibu (L.1 HT) XF 4.00 4.00	4.00
1	Olibu, the Honorable (L.4)R 4.00 4.00	3.00
1	Orange Style Mastery R 5.00 4.00▼	3.00
	Piccolo (L.1 HT) XF 4.00 4.00	4.00
	Pikkon (L.1 HT) XF 4.00 4.00 Pikkon, the Hero (L.4) R 4.50 4.00	4.00 3.00
	Pikkon, the Prized Fighter (L.5)	0.00
	UR 85.00 75.00▼	30.00

	4.00	0.00=	0.00
South Kai Sensei R	4.00	3.00▼	3.00
Tankar the Factort (1.3) B	4.00	3.00▼	
Tapkar (L.1) Tapkar, the Fastest (L.3) R Tapkar, the Speedy (L.2) R Torbie, the Prepared (L.2)R Torbie the Silent (I.1) R	4.00	3 004	3.00
Torbio the Prepared (L.2) R	3.00	3.00	3.00
Torbie, the Silent (L.1) R	3.00	3.00▼	3.00
Torbie, Unleashed (L.3) R	3.00	3.00	3.00
		3.00▼	3.00
Vegeta (L.1 HT) XF Videl (L.1 HT) XF	4.00	4.00 4.00	4.00
Videl (L.1 HT) XF	4.00	2.00	4.00
West Kai Sensei R World Tournament R	4.00	3.00	
World Tournament R	4.00	3.00▼	3.00
SPECIAL SETS 8	PROM	OS CO	
Cell Games Senzu Blast Pac			
	6.50	5.80	5.40
Saga Blaster Gift Pack		20.00	19.00
Super Saiyan Blaster Gift Pa	ıck		
	21.25	20.50	19.75
Trunks Saga Senzu Blast Pa	ick (3 ca	ards)	
	6.00	5.80	5.40
World Games Senzu Blast F	ack (3	cards)	
	8.50	8.00	6.00
CAPSULE CORP. P	OWER F	ACK	
Capsule Corp. Power Pack		box)	25.00
25.00	22.00		
FOIL CARDS SET	UPR	MED	LOW
Black Body Destruction	5.00	5.00	4.00
Diack Hallofollilation	5.00	4.00	3.50
Blue Happiness	4.00	4.00	3.00
Future Gohan (L.1)	8.00	5.00	5.00
Future Gohan (L.2)	0.00	E 00	5.00
Future Gohan (L.3)	10.00	5.00	5.00
Gathering of Heroes	5.00	4.00	3.50
Ginyu Force (L.1)	7.00	4.50	3.80
Ginyu Force (L.2)	7.00	4.50	3.80
Ginyu Force (L.3)	9.20	6.00	3.80
It's All About Time CS	10.00 5.00 7.00 7.00 9.20 4.30	3.80	3.40
King Kai (L.1)	5.20 5.20 5.20 5.00 5.20 5.20 6.20 6.20	3.50	2.80
King Kai (L:2)	5.20	3.50	2.80
King Kai (L.3)	5.20	3.50	2.80
Learning the Moves WG	5.00	3.50 3.80	3.40
Lord Slug (L.1)	5.20	3.50	3.00
Lord Slug (L.2)	5.20	3.50	3.00
Lord Slug (L.3)	5.20	3.50	3.00
Master Roshi (L.1)	6.20	4.50	3.80
Master Roshi (L.2)	6.20	4.50	3.80
Master Roshi (L.3)	6.20	4.50	3.80
Namekian Dash	3.10	3.00	3.00
Orange Scatter Shot	3.60	3.30	3.00
Saivan Cross Punch	4.20	3.50	3.00
Saiyan Cross Punch Taunting Drill Tien and Yamcha Strike	5.60	4.30	3.40
Tien and Vamoha Ctriba	4.00	3.50	3.00
Time is a Warrior's Tool Ec	5.00		3.40
Time is a Warrior's Tool FS		3.80	3.40
Warriors Clash CAPSULE CORP. PO	5.70	4.50	3.80
Capsule Corp. Power Pack	24 25	33 EU	22.75
FOIL CARDS SET	24.25 UPR	MED	22.75 LOW
's Guard Crush	4 80	4.50	4.30
A Helning Hand	4.80 3.80 7.30	3.50	3.30
A Helping Hand Android 17 (L.1)	7 20	3.50 6.50	5.80
Anger Management	3.80	3.50	3.30
Bardock (L.1)	3.50	3.00	2.50
Bardock (L.2)	3.50	3.00	2.50
Bardock (L.2)	3.50	3.00	2.50
Black Thought Focus	4.80	4.50	4.30
Blitz!	4.80	4.50	4.30
Breakthrough Drill (alt. art)			5.50
	3.50	3.00	2.50
Bubbles (L.1) Bubbles (L.2)			2.00
Bubbles (L.3)	3.50		2.50
Frieza (L.1)	3 50	3.00	2.50
	3.50	3.00	2.50
King Kai the Menter (L.4)	4.30	3.00 3.00 3.50	2.50 2.80
King Kai, the Mentor (L.4)	4.30 4.30	3.00 3.00 3.50 3.50	2.50 2.80 2.80
King Kai, the Mentor (L.4) Krillin (L.1)	4.30 4.30 3.50	3.00 3.00 3.50 3.50 3.00	2.50 2.80 2.80 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1)	4.30 4.30 3.50 4.30	3.00 3.00 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1)	4.30 4.30 3.50 4.30 4.30	3.00 3.00 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3)	4.30 4.30 3.50 4.30 4.30 4.30	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.80
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1)	4.30 4.30 3.50 4.30 4.30 4.30 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.80 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.2)	4.30 4.30 3.50 4.30 4.30 4.30 3.50 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.80 2.80 2.80 2.50 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.2)	4.30 4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.3) Momentum	4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.00	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 3.0	2.50 2.80 2.50 2.80 2.80 2.80 2.50 2.50 2.50 4.00 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.2) Meta-Cooler (L.2) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing Red Arm Cannon	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 3.0	2.50 2.80 2.50 2.80 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing Red Arm Cannon Reserves	4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.50 3.80	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30
King Kai, the Mentor (L.4) Killin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekan Healing Red Arm Cannon Reserves Saiyan Conservation	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.80 4.30	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30 2.80
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-3) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-1) Mighty Mask (L-3) Momentum Namekian Healing Read Arm Cannon Reserves Saiyan Conservation Tuff Enuff Crush	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.50 4.50 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30 2.80 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.3) Mighty Mask (L.1) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing Red Arm Cannon Reserves Saiyan Conservation Tuff Enuff Crush Unpredictable	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.30 3.50 4.30 3.50 3.50 3.50	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30 2.80
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-3) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable TRUNKS REI TRU	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30	3.00 3.50 3.50 3.50 3.50 3.50 3.00 3.00	2.50 2.80 2.80 2.50 2.80 2.50 2.50 2.50 2.50 3.50 3.30 2.80 2.50 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.3) Meta-Cooler (L.3) Mighty Mask (L.1) Mighty Mask (L.1) Mighty Mask (L.3) Momentum Nameklan Healing Red Arm Cannon Reserves Salyan Conservation Turf Enuff Crush Unpredictable TRUNKS REF Trunks Reforged Deck Box	4.30 4.30 3.50 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.50 4.30 3.50 4.30 90.00	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 2.50 3.280 2.50 2.50
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-2) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Saiyan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Desk Box Trunks Reforged Theme Dec Trunks Reforged Theme Dec	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 3.50 4.00 3.50 4.00 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.50 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30 2.80 2.50 2.50
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-3) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Read Arm Cannon Reserves Saiyan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Theme Dec FOIL CARDS RAF	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.30 3.50 3.50 4.50 3.50 4.30 4.30 4.30 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3	2.50 2.80 2.80 2.50 2.80 2.80 2.50 2.50 2.50 4.00 2.50 3.50 2.50 3.280 2.50 2.50
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.1) Meta-Cooler (L.3) Mighty Mask (L.0) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.2) Momentum Nameklan Healing Red Arm Cannon Reserves Salyan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Theme Dec Foll CARDS RAF Black Energy Deflection Dri	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.50 2.80 2.50 2.50 2.50 2.50 3.50 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekan Healing Red Arm Cannon Reserves Saiyan Conservation Tuff Enuff Grush Unpredictable Trunks Reforged Deck Box Trunks Reforged Theme Dec Foll CARDS RAP Black Energy Deflection Dr F	4.30 4.30 3.50 4.30 4.30 3.50 3.50 3.50 4.00 3.50 4.30 3.50 3.50 4.50 3.50 4.30 4.30 4.30 4.50 3.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.50 2.80 2.50 2.50 2.50 4.00 2.50 3.50 3.30 2.80 2.50 2.50
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-2) Mighty Mask (L-1) Mighty Mask (L-1) Mighty Mask (L-3) Momentum Namekian Healing Read Arm Cannon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable TRUNKS REF Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Theme Dec FOIL CARDS RAF Black Energy Deflection Dri Black Coverowering Attack	4.30 4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 4.50 4.50 3.50 4.50 4.50 4.50 4.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 3.00 3.00 4.00 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.80 2.80 2.80 2.50 2.50 4.00 2.50 2.50 4.00 2.50 2.50 4.00 2.50 2.50 4.00 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekan Healing Red Arm Cannon Reserves Salyan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Deck Mercored Deck Mercored Trunks Reforged Theme Dec Foll CARDS Black Energy Deflection DF Black Overpowering Attack F	4.30 4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-3) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Theme Dec Foil CARDS RAF Black Energy Deflection Dir F Black Overpowering Attack F Black Smoothness Drill F	4.30 4.30 3.50 4.30 4.30 4.30 4.30 3.50 4.00 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 3.00 3.00 4.00 3.50 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekan Healing Red Arm Cannon Reserves Salyan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Deck Mercored Deck Mercored Trunks Reforged Theme Dec Foll CARDS Black Energy Deflection DF Black Overpowering Attack F	4.30 4.30 3.50 4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-3) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Theme Dec Foil CARDS RAF Black Energy Deflection Dir F Black Overpowering Attack F Black Smoothness Drill F	4.30 4.30 3.50 4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.00 4.00 3.00 4.00 3.50 3.50 3.50 3.00 4.00 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.50 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 3.50 2.50 3.30 2.50 2.50 2.50 2.50 2.50 2.50 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Saiyan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Theme Dec Foll CARDS RAP Black Energy Deflection Dri Black Overpowering Attack	4.30 4.30 3.50 4.30 4.30 4.30 4.30 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.80 2.80 2.80 2.50 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.2) Meta-Cooler (L.3) Mighty Mask (L.3) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing Red Arm Carnon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Teme Dec Foll CARDS RAP Black Energy Deflection Din F Black Overpowering Attack F Black Smoothness Drill F Black Water Confusion Drill F Blue Battle Drill Blue Battle Blue Blue Blue Blue Blue Blue Blue Bl	4.30 4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Salyan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Deck Bex Trunks Reforged Theme Dec Foll CARDS Black Energy Deflection Dri Black Corepowering Attack Black Smoothness Drill F Black Water Confusion Drill Blue Battle Drill F Blue Battle Drill F Blue Leaving F Blue Battle Drill F Blue Leaving F Blue Leaving F Blue Battle Drill F Blue Leaving F Blue Leaving F Blue Battle Drill F Blue Leaving F Blue Battle Drill F Blue Leaving F Blue Battle Drill Blue Battle Drill F Blue Battle Drill Blue Battle Battle Drill Blue Battle Blue Blue Battle Blue Battle Blue Battle Blue Blue Battle Blue Blue Battle Blue Battle Blue Blue Battle Blue Blue Battle Blue Battle Blue Battle Blue Blue Battle Blue Blue Battle Blue Blue Blue Blue Blue Battle Blue Blue Blue Blue Battle Blue Blue Battle Blue Blue B	4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.00 3.50 3.50 3.50 4.30 3.50 90.00 1 UPR III 3.00 4.30 3.00 4.30 3.00 4.30	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.50 2.80 2.50 2.50 4.00 2.50 3.30 2.50 2.50 2.50 2.50 4.00 2.50 2.50 2.50 2.50 2.50 2.50 3.30 2.80 2.50 2.50 2.50 2.50 2.50 3.30 2.50 2.50 2.50 3.30 2.50 3.30 2.50 3.30 3.30 3.30 4.00 4.00 4.00 4.00 4.0
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekan Healing Red Arm Cannon Reserves Salyan Conservation Tuff Englin (Englin (English (L-3) Turnsk Reforged Deck Box Turnsk Reforged Deck Box Turnsk Reforged Theme Dec Foil CARDS RAP Black Energy Deflection Dri F Black Overpowering Attack F Black Smoothness Drill F Black Water Confusion Dill Black Water Confusion Dill Blue Leaving F Blue Battle Drill F Blue Breakthrough Drill F Breakthrough Drill F Breakthrough Drill F Breakthrough Drill F	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 8.10 8.10 90.00 4.30 4.30 4.30 4.30 4.30 4.30 8.30 8.30 8.30 8.30 8.30 8.30 8.30 8	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.80 2.80 2.80 2.50 2.50 2.50 3.50 3.30 2.50 2.50 4.00 9.00 1.50 4.1.50 1.30 7.2.30 1.30 1.30 1.30 1.30 1.30 1.30 1.30 1
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Read Arm Cannon Reserves Savian Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Fillinuks Reforged Theme Dec Foll CARDS RAF Black Energy Deflection Dri Black Smoothness Drill Filling Battle Drill Filling Battle Drill Filling Beattle Drill Filling Beattle Drill Filling Beattle Drill Filling Beattle Drill Filling Fill	4.30 4.30 4.30 4.30 4.30 3.50 3.50 4.50 3.50 4.50 3.50 4.50 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.80 2.80 2.80 2.50 2.50 3.50 3.30 2.50 2.50 4.00 9.00 1.50 4.1.50 1.30 2.30 1.30 1.30 1.30 1.30 1.30 1.30 1.30 1
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Saiyan Conservation Tuff Endr Chash Unpredictable TRUMKS REI TRUMKS REI TRUMKS REI TRUMKS REOTGED Debk GE F Black Smoothness Drill F Black Coverpowering Attack F Black Water Confusion Drill Black Water Confusion Drill Blue Battle Drill F Breakthrough Drill F Captain Girnyu Frog F Captain Girnyu F Captain Girnyu Frog F Captain Girnyu F Captain Girn	4.30 4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 3.50 4.50 3.50 3.50 4.50 90.00 4.30 3.50 1 UPR 1 3.00 4.30 3.50 3.50 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.3	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.80 2.50 2.50 2.50 3.50 2.50 3.50 2.50 2.50 4.00 2.50 2.50 2.50 4.00 2.50 2.80 2.80 2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.80 2.8
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Meta-Cooler (L-3) Mighty Mask (L-3) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Salvan Conservation Tuff Englin (L-3) Turnks Reforged Deck Box Turnks Reforged Deck Box Turnks Reforged Theme Dec Foil CARDS RAF Black Energy Deflection Dri F Black Overpowering Attack F Black Water Confusion Drill Black Water Confusion Drill F Blue Leaving F Blue Battle Drill F Captain Girnyu Frog F Captain Girnyu Frog F Captain Girnyu Serery Atta	4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.50 3.50 4.50 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.50 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 3.50 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L.4) Krillin (L.1) Meta-Cooler (L.2) Meta-Cooler (L.2) Meta-Cooler (L.3) Meta-Cooler (L.3) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.2) Mighty Mask (L.3) Momentum Namekian Healing Read Arm Cannon Reserves Savjan Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Ros Trunks Reforged Deck Ros Fill Fallack Energy Deflection Dri Black Energy Deflection Dri Black Coverpowering Attack Fill LCARDS RAF Black Coverpowering Attack Fill LCARDS RAF Black Smoothness Drill Fill Fill Fill Fill Fill Fill Fill F	4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 3.50 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.50 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Savjan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Theme Dec Foll CARDS Black Energy Deflection Dril Black Water Confusion Drill Black Smoothness Drill F Black Smoothness Drill F Blue Battle Drill F Blue Battle Drill F Breakthrough Drill Captain Ginyu Fog Captain Ginyu F	4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.00 3.50 3.50 4.00 3.50 4.00 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.50 2.80 2.50 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5
King Kai, the Mentor (L-4) Krillin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Marekian Healing Red Arm Carnon Reserves Savian Conservation Tuff Enuff Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Deck Box Bilack Energy Deflection Dir Bilack Energy Deflection Dir Bilack Smoothness Drill F Black Water Confusion Drill Bilack Water Confusion Drill F Captain Girnyu's Energy Attack Graphian Grinyu's Energy Attack Confrontation Dril' You Just Hate That F	4.30 4.30 4.30 4.30 3.50 3.50 4.00 3.50 4.50 3.50 4.50 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.00 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 4.00 9.00 4.1.30 7 2.30 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5
King Kai, the Mentor (L-4) Killin (L-1) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-2) Meta-Cooler (L-3) Mighty Mask (L-1) Mighty Mask (L-2) Mighty Mask (L-2) Mighty Mask (L-3) Momentum Namekian Healing Red Arm Cannon Reserves Savjan Conservation Tuff Endf Crush Unpredictable Trunks Reforged Deck Box Trunks Reforged Deck Box Trunks Reforged Theme Dec Foll CARDS Black Energy Deflection Dril Black Water Confusion Drill Black Smoothness Drill F Black Smoothness Drill F Blue Battle Drill F Blue Battle Drill F Breakthrough Drill Captain Ginyu Fog Captain Ginyu F	4.30 4.30 4.30 4.30 4.30 3.50 3.50 3.50 4.00 3.50 3.50 4.00 3.50 4.00 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 3.50 4.30 4.30 4.30 4.30 4.30 4.30 4.30 4.3	3.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.50 2.80 2.80 2.80 2.80 2.80 2.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 4.00 9.00 4.1.30 7 2.30 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5

Friezas Featherlight touch F 4.30 3.00 2.00 Carlic Jr.'s Black Water Mist Garlic Jr.'s Black Water Mist Garlic Jr.'s Energy Blast F 3.00 2.00 1.30 Garlic Jr.'s Energy Blast F 4.30 3.00 2.00 2.00 Gokar Spots the Imposter Drill Gohan, the Warrior (L.3) F 5.00 4.40 4.00 Goku, the Defender (L.2) F 5.00 4.00 4.00 4.00 Goku, the Defender (L.2) F 5.00 4.00 4.00 4.00 Goku, the Defender (L.2) F 5.00 4.00				
Garlic Jr.'s Perretry obes. P. 4.30	Garlic Jr.'s Black Water Mist			
Gohan Spots the imposter Drill Gohan, the Fighter (L.2) F 5.00 4.40 4.00 Gohan, the Marrior (L.3) F 5.00 4.40 4.00 Goku, the Defender (L.2) F 5.00 4.40 4.00 Goku, the Defender (L.2) F 5.00 4.40 4.00 Goku, the Defender (L.2) F 5.00 4.40 4.00 Goku the Defender (L.2) F 5.00 4.40 4.00 Goku Sattle Ready F 5.00 3.50 2.00 Goku Sattle Ready F 5.00 3.50 2.00 Goku Sattle Ready F 5.00 3.50 2.00 Hero's Lucky Break F 4.30 3.00 V 2.00 Hero's Lucky Break F 4.30 3.00 V 2.00 Hero's Lucky Break F 4.30 3.00 V 2.00 Mamek Dragon Ball 2 F 3.50 Namek Dragon Ball 2 F 3.50 Orange Junction Energy Blast F 4.30 3.00 V 2.00 Orange Power Shifting Drill F 3.00 2.00 A 1.30 Orange Special Cannon Drill F 3.00 2.00 A 1.50 Piccolo, Revived (L.2) F 5.00 4.70 A 4.10 Piccolo, the Hero (L.3) F 5.00 4.70 A 4.10 Piccolo, the Hero (L.3) F 5.00 4.70 A 4.10 Piccolo, the Hero (L.3) F 5.00 4.70 A 4.10 Red Gravity Drill F 3.30 2.00 A 1.30 Red Power Rush F 3.30 2.00 A 1.30 Red Power Rush F 3.00 2.00 A 1.50 Showdown F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Super Salyan Trunks (L.3) F 5.00 Super Salyan Trunks (L.3) F 5.00 Trunks Chill F 5.00 4.00 1.50 Surprisel F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Trunks Chill F 5.00 4.00 3.70 Trunks Chensive Crouch F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Trunks Chensive Crouch F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Trunks Chensive Crouch F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Trunks Chensive Crouch F 4.30 3.00 V 2.00 Trunks Defensive Crouch F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 2.00 A 1.50 Trunks Chensive Crouch F 4.30 3.00 V 2.00 Tien Stands Ready F 3.00 4.00 3.00 Toen Stands Ready F 3.00 4.00	Garlic Jr.'s Energy Blast F 3.00	2.00▲	1.30	
Gohan, the Fighter (L.2) F 5.00	Gohan Spots the Imposter Drill			
Goku, the Leader (L.2) F 5.00 4.40 4.00 Goku, the Protector (L.3) F 5.00 4.40 4.00 Goku the Protector (L.3) F 5.00 4.40 4.00 Goku the Protector (L.3) F 5.00 4.40 4.00 Goku's Battle Ready F 5.00 3.50 2.00 Hero's Lucky Break King Cold's Sword Trick F 4.30 3.00 V 2.00 King Cold's Sword Trick F 4.30 3.00 V 2.00 Ammek Dragon Ball 2 F 3.50 2.00 A 1.50 Orange Junction Energy Blast F 3.50 2.00 A 1.50 Orange Junction Energy Blast F 3.50 2.00 A 1.50 Orange Special Cannon Drill F 3.00 2.00 A 1.50 Piccolo, the Avenger (L.1) F 5.00 4.70 A 4.10 Piccolo, the Avenger (L.1) F 5.00 4.70 A 4.10 Piccolo, the Avenger (L.1) F 5.00 4.70 A 4.10 Piccolo, the Hero (L.2) F 5.00 4.70 A 4.10 Red Gravity Drill F 3.30 2.00 A 1.50 Showdown F 4.30 3.00 V 2.00 Super Saiyan Knee Strike F 3.00 2.00 A 1.50 Showdown F 4.30 3.00 V 2.00 Trunks Strike F 3.00 2.00 A 1.50 Super Saiyan Trunks (L.3) F 5.00 4.00 4.20 Trunks Defensive Cruch F 4.30 3.00 V 2.00	Gohan, the Fighter (L.2) F 5.00			
Goku, the Leader (L.2) F 5.00 4.40 4.00 Goku, the Protector (L.3) F 5.00 4.40 4.00 Goku, the Protector (L.3) F 5.00 4.40 4.00 Goku the Protector (L.3) F 5.00 4.40 4.00 Goku's Battle Ready F 5.00 3.50 2.00 4.00 4.00 Goku's Battle Ready F 5.00 3.50 2.00 4.00 4.00 Goku's Battle Ready F 5.00 3.50 2.00 4.00 4.00 Goku's Battle Ready F 5.00 3.00 V 2.00 Grange Succided F 4.30 3.00 V 2.00 Ammek Dragon Ball 2 F 3.50 2.00 4.150 Grange Junction Energy Blast F 4.30 3.00 V 2.00 Ammek Dragon Ball 4 F 3.50 2.00 4.150 Grange Special Cannon Drill F 4.00 4.00 4.00 Grange Special Cannon Drill F 4.00 4.00 4.00 Grange Special Cannon Drill F 5.00 4.70 4.10 Recolo, the Avenager (L.1) F 5.00 4.70 4.10 Rec Gravity Drill F 3.00 2.00 4.150 Showdown F 4.30 3.00 V 2.00 Super Saiyan Knee Strike F 3.00 2.00 4.150 Showdown F 4.30 3.00 V 2.00 Super Saiyan Knee Strike F 4.00 3.00 V 2.00 Super Saiyan Trunks (L.3) F 5.00 4.70 4.10 Rec Gravity Drill F 3.00 2.00 4.150 Showdown F 4.30 3.00 V 2.00 Super Saiyan Trunks (L.3) F 5.00 4.70 4.10 Rec Gravity Drill F 3.00 2.00 4.150 Showdown F 4.30 3.00 V 2.00 Super Saiyan Trunks (L.3) F 5.00 4.00 4.20 Trunks Defensive Cruch F 4.30 3.00 V 2.00 Grand F 4.00 4.00 4.20 Grand F 4	Gohan, the Furious (L.1) F 5.00			
Gokus Battle Heady F 5.00	Goku the Defender (L.3) F 5.00			
GOKUS Battle Ready F 5.00	Goku, the Leader (L.1) F 5.00			
Guru Fades F 4.30 3.00 2.00 Hero's Lucky Break F 4.30 3.00 2.00 Air Sign Gold's Sword Trick F 4.30 3.00 2.00 Air Sign Gold's Sword Trick F 4.30 3.00 2.00 Air Sign Amer Dragon Ball F 5.50 Air Sign Amer Dragon Ball	Goku, the Protector (L.3)F 5.00			
King Cold's Sword Inck F 4.30 3.50 2.00 Amek Dragon Ball F 3.50 2.00 1.50 Conange Junction Energy Blast F 4.30 3.00 2.00 1.50 Conange Junction Energy Blast F 4.30 3.00 2.00 1.50 Conange Junction Energy Blast F 4.30 3.00 2.00 1.50 Conange Special Cannon Drill F 3.00 2.00 1.50 Colo, Revived (L.2) F 5.00 4.70 4.10 Colo, the Avenger (L.1) F 4.70 4.30 3.60 Colo, the Hero (L.3) F 5.00 4.70 4.10 Red Gravity Drill F 3.30 2.00 1.50 Saiyan Knee Strike F 3.30 2.00 1.50 Saiyan Knee Strike F 3.30 2.00 1.50 Saiyan Knee Strike F 4.30 3.00 2.00 2.00 Super Saiyan Trunks (L.3) F 5.00 4.40 3.60 Surprisel F 4.30 3.00 2.00 1.80 Trunks (L.1) F 5.00 4.90 4.20 4.90	Guru Fades F 4.30	3.00▼		l
Nail Combat Drill	Hero's Lucky Break F 4.30	3.00▼		l
Namek Dragon Ball 2				l
Orange Power Shifting Drill F 3.00 2.00			1.30	
Orange Special Cannon Drill Orange Special Cannon Drill Piccolo, Revived (L.2) F 5.00	Orange Junction Energy Blast			
Orange Special Cannon Drill Piccolo, Revived (L.2) F 5.00 4.70 4.10 Piccolo, the Avenger (L.1) F 4.70 4.30 3.60 Piccolo, the Herb (L.3) F 5.00 4.70 4.10 Red Gravity Drill F 3.30 2.00 1.50 Salyan Knee Strike F 3.00 2.00 1.50 Salyan Knee Strike F 3.00 2.00 1.50 Salyan Knee Strike F 3.00 2.00 1.50 Showdown F 4.30 3.00 2.00 1.80 Trunks (L.1) F 5.00 4.90 4.20 Trunks Defensive Crouch F 4.30 3.00 2.00 1.80 Trunks Sword Position 3F 5.00 4.90 4.20 Trunks Sword Position 3F 5.00 4.90 4.20 Trunks Sword Position 3F 5.00 4.90 4.20 Vegeta, in Training (L.3) F 5.00 4.90 4.20 Vegeta, the Determined (L.1) F 5.00 Vegeta, the Powerful (L.2) F 5.00 4.90 4.20 Vinegar's Revenge F 4.00 4.00 2.30 What Was I thinking F 4.30 3.50 2.80 Pfol. REDEMPIONS ST UPR MED LOW Android 16, the Machine (L.2 HT) 5.50 Android 17, the Leader (L.2 HT) 5.50 Android 18, the Model (L.2 HT) 5.50 Android 18, the Model (L.2 HT) 6.50 Android 19, Refreshed (L.4) CS 5.80 Android 19, Refreshed (L.4) CS 5.80 Android 19, Refreshed (L.4) CS 5.80 Captain Ginyu (L.1 HT) F 5.50 4.50 4.50 Android 19, Refreshed (L.4) CS 5.80 Captain Ginyu (L.1 HT) F 5.50 4.50 4.50 Android 19, Refreshed (L.4) CS 5.80 Captain Ginyu (L.1 HT) F 5.50 5.00 4.50 Captain Ginyu (L.1 HT) F 5.50 5.00 4.50 Captain Ginyu (L.1 HT) F 5.50 5.00 4.50 Captain Dragon Ball 1 5.30 4.00 3.80 Captain Dragon Ball 2 5.30 4.00 3.00 Earth Dragon Ball 3 5.30 4.00 3.00 Earth Dragon Ball 4 5.30 4.00 3.00 Earth Dragon Ball 5 5.00 5.00 4.50 Captair Sevinger G 5.00 4.50 Captair Dragon Ball 6 6.30 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Cell (L.1 HT) F 7.80 6.00 4.50 Captair Dragon Ball 6 6.30 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Captair Dragon Ball 6 6.30 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Captair Dragon Ball 7 7.50 5.00 4.50 Capta	Orange Power Shifting Drill			
Piccool, the Avenger (L1) F 4.70 4.30 3.60	Orange Special Cannon Drill			
Piccool, the Avenger (L1) F 4.70 4.30 3.60	Piccolo, Revived (L.2) F 5.00		1.50 4.10	
Red Gravity Drill	Piccolo, the Averiger (L.1) F 4.70	4.30	3.60	
Red Power Rush F 3.30 2.00			1.30	
Showdown	Red Power Rush F 3.30	2.00▲	1.50	
Super Saiyan Trunks (I. 1) 5.00 4.40 3.60 Surprisel 4.30 3.00 2.00 1.80 Trunks Defensive Crouch F 4.30 4.90 4.20 Trunks Dever Strike F 4.30 3.00 2.00 Trunks Sword Position 3F 3.00 3.00 3.70 Trunks Sword Position 3F 5.00 4.90 4.20 Vegeta, in Training (L.3) F 5.00 4.90 4.20 Vegeta, the Powerful (L.2) F 5.00 4.50 4.50 Android 16, the Warrior (L.4) 6.5 5.00 4.50 Android 17, the Energized (L.4) 5.50				
Surprisel F 4.30 3.00 2.00 1.80 Trunks (L.1) F 5.00 4.90 4.20 Trunks Defensive Crouch F 4.30 3.00 2.00 4.20 Trunks Sword Position 3F 5.00 2.00 4.20 Trunks Sword Position 3F 5.00 4.90 4.20 Vegeta, the Determined (L.2) F 5.00 4.90 4.20 Vegeta, the Determined (L.1) F 5.00 4.90 4.20 Vegeta, the Powerful (L.2) F 5.00 4.90 4.20 Vegeta, the Determined (L.1) F 5.00 4.90 4.20 Vegeta, the Deverful (L.2) F 5.00 4.90 4.90 Android 16, the Warrior (L.4) F 5.50 Android 17, the Energized (L.4) F 5.50 Android 17, the Leader (L.2 HT) 8.30 Android 18, the Model (L.2 HT) 8.30 Android 19, Refreshed (L.4) F 5.50 Android 19, Refreshed (L.4) F 5.50 Cell, Stage One (L.1 HT) 10.50 A 5.00 4.50 Barth Dragon Ball 1 5.30 Earth Dragon Ball 2 5.30 Earth Dragon Ball 3 5.30 Earth Dragon Ball 4 5.30 Earth Dragon Ball 5 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 7.50 Foreboding Evidence AS 5.00 A 6.00 4.50 Cell (L.2 HT) F 7.30 Colol, the Mighty (L.4 HT) 4.50 King Cold, the Mighty (L.4 HT) 4.50 King Cold, the Mighty (L.4 HT) 4.50 King Gold, the Mighty (L.4 HT) 4.50	Super Saiyan Trunks (L.3)F 5.00		3.60	
Trunks Defensive Crouch F	Surprisel F 4.30	3.00▼	2.00	
Trunks Defensive Crouch F 4.30 3.70 1.70 1.70 1.70 1.70 1.70 1.70 1.70 1	Trunks (L.1) F 5.00			ſ
Trunks Sword Position 3F 3.00	Trunks Defensive Crouch F 4.30	4.00	3.70	ſ
Trunks, the Swordsman (L2) Vegeta, in Training (L3) F 5.00	Trunks Power Strike F 4.30 Trunks Sword Position 3 F 3.00	3.10V 2.00A	1.50	
Vegeta, in Training (L.3) F 5.00 4.90 A 4.20 Vegeta, the Determined (L.1) F 5.00 4.90 A 4.20 Vegeta, the Powerful (L.2) F 5.00 4.40 4.00 Vinegar's Revenge F 4.00 4.20 4.20 Vinegar's Revenge F 4.00 2.30 4.50 Pour Reperphrions SET UPR MED LOW 4.50 Android 16 (L.1 HT) 5.50 5.00 A 4.50 Android 17, the Macrior (L.4) CS 7.30 6.00 A 4.50 Android 17, the Energized (L.4) CS 5.50 5.00 A 4.50 Android 17, the Leader (L.2 HT) 5.50 4.00 V 3.00 Android 18, the Model (L.2 HT) 8.30 6.50 A 4.50 Android 19, Refreshed (L.4) CS 5.80 4.50 3.80 Android 19, Refreshed (L.4) CS 5.80 4.50 A 3.80 Cell (L.2 HT) 10.50 7.50 A 4.50 3.80 Android 19, Refreshed (L.4) CS 5.80 4.50 A 3.80 4.50 A 3.80 Cell (L.2 H	Trunks, the Swordsman (L.2)			
Vegeta, the Powerful (L.2)F 5.00 4.00 4.00 Vinegar's Revenge F 4.00 4.00 2.30 What Was I thinking F 4.30 3.50 2.80 POUR REDEMPIONS ST WR MED LOW Android 16 (L.1 HT) 5.50 Android 16, the Machine (L.2 HT) 5.50 Android 17 (L.1 HT) 5.50 Android 17 (L.1 HT) 5.50 Android 17, the Energized (L.4) S 5.50 Android 18, the Model (L.2 HT) 5.50 Android 18, the Model (L.2 HT) 6.50 Android 18, the Survivor (L.4) CS 8.30 Android 18, the Survivor (L.4) CS 8.30 Android 19, Refreshed (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Android 19, Refreshed (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Captain Ginyu (L.1 HT) 7.50 Cell, Stage One (L.1 HT) 10.50 Cell, Stage One (L.1 HT) 10.50 Arbon Ball 1 5.30 Earth Dragon Ball 2 5.30 Earth Dragon Ball 3 5.30 Earth Dragon Ball 4 5.30 Earth Dragon Ball 5 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 7.50 Earth Dragon Ball 7 7.50 Earth Dragon Ball 8 6.30 Earth Dragon Ball 9 7.50 Earth Dragon Ball 1 7.50 Foreboding Evidence AS 5.00 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 7.50 Earth Cragon G 6.50 Earth Dragon Ball 8 6.30 Earth Dragon Ball 9 7.50 Earth Dragon Ball 1 7.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 7.50 Earth Dragon Ball 7 7.50 Earth Dragon Ball 8 6.30 Earth Dragon Ball 9 7.50 Earth Dragon Ball 1 7.50 Earth Dragon Ball 5 8.00 Earth Dragon Ball 6 7.50 Earth Dragon Ball 7 7.50 Earth Dragon Ball 8 7.50 Earth Dragon Ball 9 7.50 Earth D	Vegeta, in Training (L.3) F 5.00			
Vinegar's Revenge What Was Ithinking Foundaries Ithinking Foundaries (L.1 HT) 4.00 a 2.30 by 2.80 by 2	F 5.00			۱
What Was I thinking	Vegeta, the Powerful (L.2)F 5.00 Vinegar's Revenge F 4.00			l
Android 16, the Machine (L.2 H1)	What Was I thinking F 4.30	3.50	2.80	ı
Android 16, the Machine (L.2 H1)	Android 16 (L1 HT) 5.50			l
Android 16, the Warrior (L.4) Android 17 (L.1 HT)	Android 16, the Machine (L.2 H1)			
Android 17, the Energized (L.4) Android 17, the Leader (L.2 HT) Android 18 (L.1 HT) Android 18, the Model (L.2 HT) Android 18, the Model (L.2 HT) Android 18, the Survivor (L.4) CS 8.30 Android 19, Refreshed (L.4) Android 20, the Mastermind (L.4) CS 8.30 Android 20, the Mastermind (L.4) CS 5.80 Captain Ginyu (L.1 HT) FS 5.80 Captain Ginyu (L.1 HT) FS 5.80 Celi (L.2 HT) 10.50 Celi (L.2 HT) 10.50 Celi (L.2 HT) 10.50 Earth Dragon Ball 1 5.30 Earth Dragon Ball 5 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 5 5.50 Earth Dragon Ball 7 5.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 7 5.30 Earth Dragon Ball 7 5.30 Earth Dragon Ball 8 5.50 Earth Dragon Ball 9 5.50 Earth Pragon Ball 9 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 9 5.50 Earth Pragon 9 5.50 Earth Pra	Android 16, the Warrior (L.4) CS 7.30		4.50	
Android 17, the Leader (L.2 HT) Android 18 (L.1 HT)	Android 17, the Energized (L.4)			
Android 18 (L.1 HT) 8.30 Android 18, the Model (L.2 HT) 8.30 Android 18, the Survivor (L.4) 8.30 Android 19, Refreshed (L.4) CS 8.30 Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Captain Ginyu (L.1 HT) FS 5.50 Cell, (L2 HT) 10.50 Cell, Stage One (L.1 HT) 10.50 Earth Dragon Ball 1 5.30 Earth Dragon Ball 2 5.30 Earth Dragon Ball 3 5.30 Earth Dragon Ball 4 5.30 Earth Dragon Ball 5 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.50 Earth Dragon Ball 7 5.50 Earth Dragon Ball 6 6.30 Earth Dragon Ball 7 5.50 Earth Dragon Ball 7 5.50 Earth Dragon Ball 8 6 6.30 Earth Dragon Ball 9 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 9 5.50 Earth Dragon Ball 9 6 6.30 Earth Dragon Ball 9 6 6.30 Earth Dragon Ball 9 6 6.30 Earth Dragon Ball 9 7 5.50 Earth Dragon Ball 9 6 6.30 Earth Dragon Ba	Android 17, the Leader (L.2 HT)			
Android 18, the Survivor (L.4) Android 19, Refreshed (L.4) Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 As 5.80 Captain Ginyu (L.1 HT) FS 5.50 Cell (L.2 HT) CS 5.80 A 5.90 A 5.90 Cell (L.2 HT) CS 5.80 A 5.90 A 5.90 Cell (L.2 HT) CS 5.80 A 5.90 A 5.90 A 5.90 Cell (L.2 HT) CS 5.80 A 5.90 A 5.90 A 5.90 Cell (L.2 HT) CS 5.80 A 5.90 A 5.90 A 5.90 Cell (L.2 HT) CE 6.90 Cell (L	Android 18 (L.1 HT) 8.30 Android 18, the Model (L.2 HT)			
Android 19, Refreshed (L.4) Android 20, the Mastermind (L.4) CS 5.80 Android 20, the Mastermind (L.4) CS 5.80 Captain Ginyu (L.1 HT) FS 5.50 Celi (L.2 HT) Cell, Stage One (L.1 HT) Earth Dragon Ball 1 Earth Dragon Ball 2 Earth Dragon Ball 3 Earth Dragon Ball 3 Earth Dragon Ball 4 Earth Dragon Ball 5 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 7 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 7 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 8 Earth Dragon Ball 6 Earth Dragon Ball 6 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 8 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 8 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 8 Earth Dragon Ball 7 Earth Dragon Ball 7 Earth Dragon Ball 8 Earth Dragon Ball 9 Earth Drag	Android 18, the Survivor (L.4)			
Android 20, the Mastermind (L.4) Captain Ginyu (L.1 HT) FS 5.80 4.50 3.80 Captain Ginyu (L.1 HT) FS 5.50 4.50 4.50 3.80 Cell (L.2 HT) 10.50 7.50 A 4.50 Cell, Stage One (L.1 HT) 10.50 7.50 A 4.50 Earth Dragon Ball 1 5.30 4.00 3.00 Earth Dragon Ball 3 5.30 4.00 3.00 Earth Dragon Ball 3 5.30 4.00 3.00 Earth Dragon Ball 5 5.50 5.00 3.80 Earth Dragon Ball 6 6.30 5.00 A 4.80 Earth Dragon Ball 6 6.30 5.00 A 4.80 Earth Dragon Ball 7 7.50 5.00 A 4.50 Earth Dragon Ball 7 7.80 6.00 A 4.50 Earth Dragon Ball 7 7.80 6.00 A 4.50 Earth Dragon Ball 8 7 7.80 6.00 A 4.50 Earth Dragon Ball 9 7 7.80 6.	Android 19, Refreshed (L.4)			
Captain Ginyu (L.1 HT) FS 5.50 4.50 3.80 Cell (L.2 HT) 10.50 7.50 4.50 Cell, Stage One (L.1 HT) 10.50 7.50 4.50 Cell J. Captain Cap	Android 20, the Mastermind (L.4)			ŀ
Cell (L2 HT)	Captain Ginyu (L.1 HT) FS 5.50	4.50▲	3.80	
Earth Dragon Ball 1 5.30 4.00V 3.00 Earth Dragon Ball 2 5.30 4.00V 3.00 Earth Dragon Ball 3 5.30 4.00V 3.00 Earth Dragon Ball 3 5.30 4.00V 3.00 Earth Dragon Ball 4 5.30 4.00V 3.00 Earth Dragon Ball 5 5.50 4.50 3.80 Earth Dragon Ball 6 6.30 5.00 4.80 Earth Dragon Ball 7 7.50 5.00 4.80 Frieza (L.1 HT) FS 5.50 5.00 4.50 Goku's House foil CG 6.50 5.00 4.00 Kirillo, the Hero (L.2 HT) 7.30 Super Saiyan Vegeta (L.1) foil CG 6.50 Sinc (L.1 HT) FS 7.30 Super Saiyan Vegeta (L.1) foil CG 6.50 Tien, the Swift (L.1 HT) FS 10.00 A Bathat Struggles CG 3.50 4.50 A Burst of Energy AS 11.50 8.00 5.00 A Raditz Memory CG 4.50 4.00 3.50 Android 15 smiles AS 9.50 4.00 3.50 Android 15 smiles AS 9.50 4.00 3.50 Babidits Evil Plans Black Lunge 29.50 4.00V 3.50 Blue Saving Catch Drill CG 6.30 3.00 3.00 Blue Saving Catch Drill CG 6.30 3.00 3.00 Cath He Do That? CG 6.30 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell S Demission Drill CS 3.50 3.50 3.50 Cell S Neck Grab	Cell (I 2 HT) 10.50	7.50		
Earth Dragon Ball 2 5.30 4.00V 3.00 Earth Dragon Ball 3 5.30 4.00V 3.00 Earth Dragon Ball 4 5.30 4.50V 3.00 Earth Dragon Ball 5 5.50 4.50V 3.00 Earth Dragon Ball 6 6.30 5.00A 4.50 Earth Dragon Ball 6 6.30 5.00A 4.50 Earth Dragon Ball 6 6.30 5.00A 4.50 Earth Dragon Ball 7 7.50 5.00A 4.80 Earth Dragon Ball 7 7.50 5.00A 4.80 Earth Dragon Ball 7 7.50 5.00A 4.80 Earth Dragon Ball 7 7.50 5.00A 4.50 Earth Dragon Ball 6 6.30 5.00A	Farth Dragon Ball 1 5.30		3.00	l
Earth Dragon Ball 5 5.50 4.50 3.80 Earth Dragon Ball 6 6.30 5.004 4.80 Earth Dragon Ball 6 6.30 5.004 4.80 Earth Dragon Ball 7 7.50 5.004 4.80 Foreboding Evidence AS 5.00 4.50 4.80 Frieza (L.1 HT) FS 5.50 5.004 4.50 Garlia Jr. (L.1 HT) FS 5.50 5.004 4.50 Garlia Jr. (L.1 HT) FS 5.50 5.004 4.50 Goku's House foil G 6.50 5.004 4.00 King Cold, the Mighty (L.4 HT) 4.50 King Kai's New Home foil G 6.50 King Kai's New Home foil G 4.50 King Kai's New Home foil G 5.50 King Kai's New H	Earth Dragon Ball 2 5.30	4.00▼	3.00	١
Earth Dragon Ball 5 5.50 4.50 3.80 Earth Dragon Ball 6 6.30 5.004 4.80 Earth Dragon Ball 6 6.30 5.004 4.80 Earth Dragon Ball 7 7.50 5.004 4.80 Foreboding Evidence AS 5.00 4.50 4.80 Frieza (L.1 HT) FS 5.50 5.004 4.50 Garlia Jr. (L.1 HT) FS 5.50 5.004 4.50 Garlia Jr. (L.1 HT) FS 5.50 5.004 4.50 Goku's House foil G 6.50 5.004 4.00 King Cold, the Mighty (L.4 HT) 4.50 King Kai's New Home foil G 6.50 King Kai's New Home foil G 4.50 King Kai's New Home foil G 5.50 King Kai's New H	Earth Dragon Ball 4 5.30	4.00▼	3.00	I
Earth Dragon Ball o	Earth Dragon Ball 5 5.50	4.50	3.80	1
Foreboding Evidence	Earth Dragon Ball 6 6.30			
Frieza (L.1 HT) FS 5.50 5.000 4.50 Garlic Jr. (L.1 HT) FS 5.50 5.000 4.50 Garlic Jr. (L.1 HT) FS 5.50 5.000 4.50 Goku's House foil CG 6.50 5.004 4.00 King Qold, the Mighty (L.4 HT) 4.50 King Kai's New Home foilcG 4.50 Krillin, the Hero (L.2 HT) 7.30 Spice (L.1 HT) FS 7.30 Super Salyan Vegeta (L.1) foil CG 6.50 Ten, the Swrift (L.1 HT) 7.80 Tourks (L.1 HT) FS 10.00 Tynegar (L.1 HT) FS 10.00 Tynegar (L.1 HT) FS 10.00 Tynegar (L.1 HT) FS 10.00 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Tourks (L.1 HT) FS 10.00 Toure Salyan Vegeta (L.1) foil CG 6.50 Toure Salyan Vegeta (L.1)	Foreboding Evidence AS 5.00	4.50▲	3.80	-
Goku's House foil CG 6.50 5.00	Frieza (L.1 HT) FS 5.50			
King Cold, the Mighty (L.4 HT) 4.50 4.00V 3.50 King Rais New Home foilfold 4.50 4.00V 3.50 Krillin, the Hero (L.2 HT) 7.30 6.00A 4.50 Spice (L.1 HT) FS 7.30 6.00A 4.50 Super Saiyan Vegeta (L.1) foil CG 6.50 5.00V 4.00 7.50A 4.50 Trunks (L.1 HT) FS 10.00 7.50A 4.50 Trunks (L.1 HT) FS 10.00 7.50A 4.50 Vinegar (L.1 HT) FS 10.00 7.50A 4.50 WPR MED LOW A Burst of Energy AS 11.50 8.00 5.00 A Father Struggles G 3.50 3.00 3.00 A Raditz Memory G 4.50 4.00 3.50 Android 19 is Stoic AS 9.50 4.00 3.50 Babidi's Evil Plans T.50 7.00 5.00 Blue Battle Drill TS 3.00 3.00 3.00 3.00 Blue Saving Catch Drill G.30 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Call die Signification FS 4.50 4.00 3.50 Call the Puppet Gell Jr.'s Flight CG 6.80 5.50 4.30 Cell s Menked Fab	Goku's House foil CG 6.50	5.00▲	4.00	
Super Saiyan Vegeta (L.1) foil Tien, the Swift (L.1 HT) 7,80 6.00 4.00 Tien, the Swift (L.1 HT) 7,80 6.00 4.50 Trunks (L.1 HT) FS 10.00 7.50 4.50 PROWING CARDS UPR MED LOW A Burst of Energy A 11.50 8.00 5.00 A Father Struggles CG 3.50 3.00 3.00 A Raditz Memory CG 4.50 4.00 3.50 Android 15 e Stoic AS 9.50 4.00 3.50 Android 15 e Stoic AS 9.50 4.00 3.50 Baibdits Evil Plans 7.50 7.00 5.00 Blue Battle Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill CG 6.30 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Cah He Do That? CG 4.50 4.00 3.50 Celestial Battleground VG 4.50 4.00 3.50 Celestial Battleground VG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell's Demisation Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.00 4.50	King Cold, the Mighty (L4 HT) 4.50	4.00▼	3.50	
Super Saiyan Vegeta (L.1) foil Tien, the Swift (L.1 HT) 7,80 6.00 4.00 Tien, the Swift (L.1 HT) 7,80 6.00 4.50 Trunks (L.1 HT) FS 10.00 7.50 4.50 PROWING CARDS UPR MED LOW A Burst of Energy A 11.50 8.00 5.00 A Father Struggles CG 3.50 3.00 3.00 A Raditz Memory CG 4.50 4.00 3.50 Android 15 e Stoic AS 9.50 4.00 3.50 Android 15 e Stoic AS 9.50 4.00 3.50 Baibdits Evil Plans 7.50 7.00 5.00 Blue Battle Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill CG 6.30 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Cah He Do That? CG 4.50 4.00 3.50 Celestial Battleground VG 4.50 4.00 3.50 Celestial Battleground VG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell's Demisation Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.00 4.50	Krillin, the Hero (L.2 HT) 7.30		4.50	
Tien, the Swift (L.1 HT) 7.80 6.00 A 4.50 Trunks (L.1 HT) FS 10.00 7.50 A 4.50 Vinegar (L.1 HT) FS 10.00 7.50 A 4.50 Vinegar (L.1 HT) FS 10.00 7.50 A 4.50 A Burst of Energy MS 11.50 8.00 5.00 A Father Struggles CG 3.50 3.00 3.00 Android 15 Smiles AS 9.50 4.00 3.50 Android 15 Smiles AS 9.50 4.00 3.50 Android 15 Smiles AS 9.50 4.00 3.50 Blu6 Estile Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill TS 4.50 4.00 3.50 Captain Giryu Transformed FS 4.50 4.00 3.50 Celestial Battleground WG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell's Deminstion Drill CS	Super Saiyan Vegeta (L.1) foil	6.00▲	4.50	
Trunks (L.1 HT) FS 10.00 7.50 Å 4.50 PROMO CARDS A 5.00 UPR MED LOW A 5.00 PROMO CARDS A 5.00 MED A 5.00 A FAditr Memory CG 4.50 4.00 3.50 A FAditr Memory CG 4.50 4.00 3.50 Android 19 is Stoic AS 9.50 4.00 3.50 Rabidi's Evil Plans Black Lunge 9.50 4.00 3.50 Blue Battie Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill CAlming Sanctuary FS 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet Cell's Demistation Drill CS 3.50 3.50 3.50 Cole l's Neck Grab	Tien, the Swift (L.1 HT) 7.80	6.00▲	4.50	
PROVINC CARDS UPR MED LOW	Trunks (L.1 HT) FS 10.00	7.50▲	4.50	
A Burst of Energy AS 11.50 8.00 5.00 A Father Struggles CG 3.50 3.00 3.00 A Raditz Memory CG 4.50 4.00 3.50 Android 19 is Stoic AS 9.50 4.00 3.50 Black Lunge 29.50 4.00 3.50 Black Lunge 29.50 4.00 3.50 Blue Battle Drill TS 3.00 3.00 3.00 Blue Battle Drill TS 4.50 4.00 3.50 Calming Sanctuary FS 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Captain Giryu Transformed FS 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell's Demination Drill CS 3.50 3.50 Cell's Neck Grab 5.50 5.00 4.50	PROMO CARDS UPR	MED	LOW	
A Raditz Memory CG 4.50 4.00 3.50 Android 15 Smiles AS 9.50 4.00 3.50 Android 19 is Stoic AS 9.50 4.00 3.50 Babidi's Evil Plans Black Lunge 9.50 4.00 3.50 Blue Battle Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill Calming Sanctuary FS 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell S Demisation Drill CS 3.50 3.50 3.50 Cell's Neck Grab				I
Android 18 Smiles AS 9.50 4.00V 3.50 Android 19 is Stoic AS 9.50 4.00 3.50 Black Lunge 29.50 4.00V 3.50 Blue Battle Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill 6.30 4.00 3.20 Calming Sanctuary FS 4.50 4.00 3.50 Can He Do That? C 6.50 4.00 3.50 Captain Ginyu Transformed FS 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell's Demination Drill CS 3.50 3.50 3.50 2.50 Cell's Neck Grab	A Raditz Memory CG 4.50	4.00	3.50	1
Babidi's Evil Plans 7.50 7.00 5.00 Black Lunge 29.50 4.00 3.50 Blue Battle Drill TS 3.00 3.00 3.00 Blue Saving Catch Drill TS 3.00 3.00 3.00 Calming Sanctuary FS 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Captain Giryu Transformed FS 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell's Domination Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.50 4.50	Android 16 Smiles AS 9.50		3.50	1
Black Lunge	Babidi's Evil Plans 7.50			1
Blue Saving Catch Drill	Black Lunge 29.50	4.00▼	3.50	I
Calming Sanctuary FS 4.50 4.00 3.50 Can He Do That? CG 4.50 4.00 3.50 Captain Ginyu Transtormed FS 4.50 4.00 3.50 Celestial Battleground WG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell's Nee Puppet 4.80 4.50 4.30 Cell's Demination Orill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.50 4.50				
Captain Giryu Transformed FS 4.50 4.00 3.50 Celestial Battleground WG 4.50 4.00 3.50 Cell, Ir's Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell's Domination Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.00 4.50	Calming Sanctuary FS 4.50	4.00	3.50	
Celestial Battleground WG 4.50 4.00 3.50 Cell Jr.'s Flight CG 6.80 5.50 4.30 Cell, the Puppet 4.80 4.50 4.30 Cell's Demiantation Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.00 4.50	Captain Ginyu Transformed			
Cell, the Puppet 4.80 4.50 4.30 Cell's Domination Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 4.50	FS 4.50		3.50	
Cell's Domination Drill CS 3.50 3.00 2.50 Cell's Neck Grab 5.50 5.00 4.50	Cell Jr.'s Flight CG 6.80	5.50	4.30	
Cell's Neck Grab 5.50 5.00 4.50	Cell, the Puppet 4.80	4.50	4.30	l
It's available now from	Cell's Neck Grab 5.50			1

Cell's Self Destruct	CS	5.00	4.00	3.50 16.25
Champion Drill		28.75	22.50▼	16.25
Chi-Chi (L.1)	WG	3.00	3.00	3.00
Concentration Drill	TS	4.00	3.00	3.00
Confrontation	TS	4.00	3.00	3.00
Cooler (L.1)		5.50	5.00	4.00
Cooler (L.2)		6.00	6.00	4.50
Cooler (L.3)		7.00	6.00	4.50
Dragon's Glare	FS	3.00	3.00	3.00
error dupe of Goku IVI 4		1	0.00	0.00
error dupe or doku ivi -	+ (1 1	7 7 50	r 00	4.00
	SS	7.50	5.00	4.00
error dupe of Nappa Ivl				
	SS	10.00	5.00	4.00
Excitement		5.50	3.00	3.00
Fatherly Advice		45.00	35.00▼	25.00
Friends Help Friends	FS	3.00	3.00	3.00
Friend the Untouchelle	10			5.00
Frieza, the Untouchable		5.20	5.10	5.10 2.30
Frieza's Force Bubble	FS	2.80	2.50	2.30
Frieza's Spirit	SS	5.70	4.00	3.00
Garlic Jr.'s Revenge	TS	5.00	5.00	4.00
Gohan (L.4) Gohan (L.4) gold foil	SS	8.50	6.50▲	4.50
Gohan (L.1) gold foil	0.0	11.50	8.00	7.00
Cohon (L.4) gold foil	200	11.50 8.30		
Gohan' (L.4) gold foil Gohan (L.4) rainbow foil Gohan's Anger	100	0.30	6.50	4.80
Gonan's Anger	55	5.80	5.00	4.50
GOKU (L.4)	22	5.80	5.00	4.50 4.50
Goku (L.4) gold foil	SS	11.50	8.00	7.00
Goku (L.4) rainbow foil	SS	8.30	6.50	4.80
Goku Charges	CG	3.00	3.00	3.00
Goku's Attack	SS	7.00	5.00	3.00
	00			
Goku's Dashing Punch		4.50	3.00	3.00
Goku's Good Swift Kick		3.00	3.00	3.00
Goku's Hesitation	AS	7.50	4.00▼	3.00
Goku's Reunion		7.90	5.00	3.00
Heroic Block	WG	3.00	3.00	3.00
He's Safe	CS	3.00	3.00	3.00
	00			
Huge Drill	1110	12.75	6.50	3.00
HUH???	WG	6.00	5.00	4.00
It's Just Not Worth It!	FS	3.00	3.00	3.00
Just Thinking	CS	3.00	3.00	3.00
Kami's Idea	CS	3.00	3.00▼	3.00
King Cold's Sword Trick	TC	3.00	3.00	3.00
Krillin (L.4)	SS	4.00	3.80	3.00
Krillin (L.4) gold foil	SS	7.00	6.00	5.00
Krillin (L.4) rainbow foi	I SS	3.80	3.50	3.30
Krillin is Ready	AS	4.00	4.00	4.00
Krillin's Search	AS	9.50	4.00	3.50
Krillin's Surprise Krillin's Trick	CG	17.00	3.00	3.00
Krillin's Trick	SS		5.00	3.00
KIIIIII S IIICK	00	7.00		0.00
Land in Pain	CS	4.50	3.00	3.00
Line Up		3.00	3.00	3.00
Looking Good	CS	3.00	3.00	3.00
Majin's Perfect Defense	WG	3.00	3.00	3.00
Make a Wish		6.40	6.00	3.00
Massive Technology	CG	9.80	8.50▲	6.50
Namekian's Strike	00	3.00	3.00	3.00
	SS	3.80	3.00	3.00
Nappa (L.4)	00			4.50
Nappa (L.4) gold foil	SS	7.00	6.00	4.50
Nappa (L.4) rainbow for	1155	3.00	3.00	3.00
Orange Forceful Kick	FS	4.00	4.00	3.50
Piccolo (L.4)	SS	5.00	3.00	3.00
Piccolo (L.4) gold foil	SS	7.00	6.00	4.50
Piccolo (L.4) rainbow foi		3.00	3.00	3.00
Piccolo the Punnet		3.80	3.50	3.30
Piccolo, the Puppet Piccolo's Fist Block	00	3.00	2.00	
Discale's Days	CS		3.00	3.00
Piccolo's Revenge	SS	5.00	4.00	3.00
Planet Vegeta	AS	8.30	4.50▼	3.00
Play Fighting		10.00	4.30	3.00
Quick Recovery Drill	WG	3.00	3.00	3.00
Raditz (L.4)	SS	5.00	3.00	3.00
Raditz (L.1) gold foil	SS	7.00	6.00	4.50
Raditz (L.4) gold foil	100	3.00	3.00	3.00
Raditz (L.4) rainbow foi	1 00			
Red Blocking Hand Red Blowing Steam Dr	FS	5.50	5.00	4.00
Red Blowing Steam Dr	111	4.50	3.00	3.00
Red Pressured Attack	WG		3.00	3.00
Saiyan Crush	WG		3.00	3.00
Saiyan Knee Block		4.50	3.00	3.00
Saiyan Straight Shot		6.10	4.50	3.00
Saivan Training		3.00		2.20
Saiyan Training	TO		2.90	
Showdown	TS	4.50	4.00	3.50
Stop Fighting		4.50	3.00	3.00
Strike a Pose		4.50	3.00	3.00
Super Saiyan Gohan		20.00	15.00	3.00
Super Saiyan Goku		12.50	8.50	3.00
Super Saiyan Goku's P	OMO	r	5.00	2.00
Jupor Jaiyan Guku S F	SS	7.00	5.00	3.00
Curanical	00	7.00	5.00	0.00
Surprise!	TS	4.00	4.00	3.50
Tapkar on the Move	WG		4.00	3.50
Team Work Kamehame		3.00	3.00	3.00
The Eyes Have It	AS	9.00	3.00	3.00
The Last Wish	FS	3.00	3.00	3.00
Tien Stands Ready	TS	3.00	3.00	3.00
Trunks Defensive Crouch		3.00	3.00	3.00
Trunks Power Strike	TS	3.00	3.00	3.00
	CS			
Trunks Thinking		3.00	3.00	3.00
Vegeta (L.4)	SS	5.00	3.00	3.00
Vegeta (L.4) gold foil	SS	6.00	6.00	4.50
Vegeta (L.4) rainbow for	II SS	3.00	3.00	3.00
Vegeta at Full Power	CG	5.30	3.00	2.50
Vegeta at Full Fower	CG	5.00	3.00	3.00
	ud			
Vegeta, the Puppet	F0	3.00	3.00	3.00
Vegeta's Lunge	FS	15.00	6.50	3.00
Vegeta's Smirk	SS	6.00	5.00	3.00
Victorious		29.00	3.00▼	3.00
Videl's Battle Ready	WG	3.00	3.00	3.00
Videl's Head Kick		7.00	4.00	3.50
		36.50		
Warrior's Preparation	00	36.50	3.00	3.00
Yamcha's Revenge	CG	3.00	3.00	3.00
Yamcha's Right Cross	AS		3.00	3.00
Z Warriors Band Togeth	ner	8.90	6.30	4.50
1				



3.00▼ 3.00 4.00▼ 3.00

3.00

3.00

R

A Game of Thrones/Jedi Knights/L5R



WESTEROS EDITIO	N (229	cards)	
Westeros Set	295.75	259.00	222.00
Westeros Starter Box	93.75	91.00	85.50
Westeros Booster Box	105.00	90.75	82.00
Westeros Starter Deck	9.10		
Westeros Booster Pack	3.10		
Ghost pr			
Chella Daughter of Cheyk pr		4.004	
The King's Seal pr		4.604	
Rare card	2.90	2.90	2.80
Uncommon card	0.70	0.60	0.60
Common card	0.20	0.15	0.15
Fixed card (X)	1.00	1.00	0.90
CARD NAME RAI		MED	LOW
Chamber of the Painted Tal	ble		

Unamber of the Familieu	Ial	110		
	R	9.70	6.00▲	2.90
Counterplot	R	20.75	11.75▲	2.90
Grey Wind	R	4.30	3.60▲	2.90
Grief	R	4.90	3.90▲	2.90
Harrenhal	R	7.10	5.00▲	2.90
Ice	R	10.25	6.50▲	2.90
Littlefinger	R	9.90	6.30▲	2.90
Melisandre	R	19.25	15.50	5.90
Messenger Raven	R	4.80	3.60▲	2.90
Pyromancers	R	6.70	4.80	
Rioting	R	8.10	5.40	
Riverrun	R	6.10	4.50	2.90
Robb Stark	R	4.30	3.60	2.90
Rookery	R	7.40	5.00	2.90
Ruby of R'hllor	R	5.00	3.50▲	2.90
Samwell Tarly	R	10.75	6.50	
Ser Davos Seaworth	R	6.50	4.10▲	2.90
Ser Gregor Clegane	R	4.80	3.70▲	2.90
Ser Ilyn Payne	R	9.90	6.30▲	2.90
Shadowblack Lane	R	6.40	4.50	
Silent Sisters	R	8.80	5.80	2.90
Sorrowful Man	R	8.20	5.50	
Stargazing	R	5.20	4.00	
Street of Sisters	R	8.50	5.50	2.90
Street of Steel	R	12.75	7.50	2.90
Summer	R	4.00	3.50▲	2.90
Support of the People	R	7.40	5.00	2.90
The Eyrie	R	18.75	9.30	2.90
The Iron Throne	R	7.40	5.00	2.90
The King's Peace	R	16.25	9.30	2.90
Tywin Lannister	R	4.50	3.60▲	2.90
Varys	R	8.40	4.50	2.90
Wheels within Wheels	R	18.50	8.50	2.90
Winter is Coming	R	8.10	5.50	2.90
		0.10	0.00	2.00

9				
A SEA OF STO	W.	§ (145 t	ards)	
A Sea of Storms Set		171.75	164.50	157.25
Booster Box			75.00	74.75
Booster Pack		3.10	2.60	2.50
Rare card		3.00		
Uncommon card		0.70		
Common card		0.20		0.15
	RAF			
Dagmer Cleftjaw	R	6.30		
Euron Crow's Eye	R	6.80	4.804	3.00
House Blacktyde Guards				
11- 2- 84 to 184 a	R	5.80	5.004	
House Marbrand Maester		4.50	4.00	3.50
Janos Slynt	R	4.50	4.00	3.50
Longship "Iron Victory" Robb Stark	R R	6.90	3.504	
Ser Axel Florent	R	4.50 4.50	4.00	3.50
Ser Barristan Selmy	R	5.10	4.00	3.50
Ser Jaime Lannister	R	4.70	4.10	
Ser Lancel Lannister	R	5.30	4.10	3.80
Ser Preston Greenfield	R	5.30	4.50	3.80
Stannis Baratheon	R	5.60	5.30	
Thoros of Myr	R	4.40	4.20	
Valar Morghulis	R	8.20	5.30	
raidi irrorgitullo		0.20	0.002	0.00



NOTES: H=Premium Hologram, L=Lesson card

HARRY POTTER	ij	116 C	nds)		
Harry Potter Set	1	89.50	185.00	1	70.50
Harry Potter Starter Box		84.50	79.25	7	75.00
Harry Potter Booster Box		87.50	81.00	7	75.00
2-Player Starter Deck		10.00	9.00	7	8.00
Harry Potter Booster Pack		3.30			2.50
Rare card		3.30			2.00
Uncommon card		0.80			
Common card		0.25			0.15
Lesson card		0.25			0.10
CARD NAME RA		UPR			LOW
Dean Thomas		9.80			
	ł			Á	6.00
Draco Malfoy F		6.30			4.00
Dragon's Escape		7.40			
		9.20			4.00
Gringotts Cart Ride		7.40			
	1				
Harry Hunting F		3.90			2.60
	1	20.75			10.75
Hermione Granger 1	1	10.25	7.30	А	6.00

|--|

DIAGON ALLEY (BE	Cards	-folls)	
Diagon Alley Set	179.75	169.75▼	160.00
Diagon Alley Starter Box	88.50	87.25	85.75
Diagon Alley Booster Box	88.75	85.00	84.75
2-Player Starter Deck	15.25	11.50	9.40
Diagon Alley Booster Pack	5.50	3.50	3.00
Rare card	3.20	3.00	2.60
Uncommon card	0.70	0.60	0.50
Common card	0.25	0.15	0.10
CARD NAME RAF	UPR	MED	LOW
Beater Grabs the Snitch F	5.80	5.00	5.00
Bulgeye Potion F	5.80	5.00	5.00
Christmas Feast F	6.00	5.50▼	5.00
Colour-Changing Ink F	5.80	5.00	5.00
Draco Malfoy, Slytherin F	6.50	5.00	5.00
Dragon-Hide Gloves F	5.80	5.00	5.00
Eeylops Owl Emporium F	5.80	5.00	5.00
Flourish and Blotts F	5.80	5.00	5.00
Good Night's Sleep F	5.00	5.00	5.00
Gringotts F	5.00	5.00	5.00
Gringotts Vault Key F	6.00	5.50V	5.00
Griphook F	5.80	5.00	5.00
Gryffindor Match F	5.80	5.00	5.00
Hagrid, Keeper of Keys F	6.50	5.00	5.00
Hagrid, Keeper of Keys R	3.50	3.20 -	3.00
Hagrid's Umbrella F	5.80	5.00	5.00
Hebridean Black Dragon F	6.80	5.50▼	5.00
Hebridean Black Dragon R	3.50	3.20	3.00
Hedwig F	5.80	5.00	5.00
Hermione, Top Student F	6.50	5.00	5.00
Lee Jordan F	5.80	5.00	5.00
Letters From No One F	5.80	5.00	5.00
Madam Irma Pince F	6.80	5.50V	5.00
Professor Quirinus QuirrellF	6.50	5.00	5.00
Self-Stirring Cauldron F	5.80	5.00	5.00
Silver Unicorn Horn F	6.50	5.00	5.00
Table Trouble F	5.80	5.00	5.00
The Famous Harry Potter F	5.80	5.00	5.0
The Famous Harry PotterR	3.80	3.20	3.0
The Leaky Cauldron F	5.80	5.00	5.0
Three-Month-Long Match F	5.80		5.0
Through the Arch F	5.80	5.00	5.0
Vanishing Referee F	5.80	5.00	5.0

Rare card Uncommon card Common card Common card CARD NAME Albus Dumbledore Albus Dumbledore Argus Flich Crabbe and Goyle Detention! Dragon's Blood Dumbledore's Watch End-of-Year Feast Fang Fang Fang Finding the Platform Galleon Great Hall Hagrid's House Harry Triumphant Harry T	RAREREFFEFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF	7.90 4.50 6.00 5.80 6.00 6.00 6.80 3.80 7.10 6.00 9.00 9.00 7.10 7.40 4.50 7.90 5.80	3.00 0.50 0.15 MED 7.30 A 3.00 5.50 A 5.50 A 5.50 A 5.50 A 3.00 5.50 A 3.00 5.50 A 3.00 7.30 A 3.00 7.30 A 3.00 6.00 A 3.00 6.00 A 3.00 6.00 A 3.00 A 6.00 A	5.00 3.00 5.00 5.00 5.00 5.00 5.00 5.30 5.00 5.50 5.5
Argus Filch	· F	6.00	5.50▲	5,00
Detention!				
Dumbledore's Watch				
Great Hall	F	6.00	5.50▲	5.00
Hospital Dormitory	F	6.00	5.50▲	5.00
	F	7.90		
Mirror of Erised Peeves	F	9.00	5.00	5.30
Philosopher's Stone	F	9.50	7.00▲	5.30
Potions Dungeon	F	9.00	5.50▲	5.00
Quidditch Cup	F	7.50	5.50▲	5.00
Quidditch Pitch Riding the Centaur	F	5.80	5.00 5.50	5.00
Ron the Brave	F	7.10	5.50	
Ron the Brave	R	4.50	3.00	3.00
Stoat Sandwiches	F	5.80	5.00	5.00
The Fat Lady Voldemort Revealed	F	5.80	5.00 5.50	5.00 5.00
Welsh Green Dragon	F	6.80		
Welsh Green Dragon	R	3.80	3.00	3.00
CHAMBER OF	SECRI	ETS (140	cards)	
Chamber of Secrets S	et	312 503	300.00.2	87 50

Welsh Green Dragon Welsh Green Dragon	F R	6.80	5.50▲ 3.00	5.00
CHAMBER OF SI		TS (140		0.00
Chamber of Secrets Se		312.50	300.00 2	
Booster Box		85.00	85.00	83.50
Two-Player Starter Set		10.00	9.50▼	8.80
Pre-Constructed Deck		9.50	9.00	8.50
Booster Pack		3.00	3.00	2.90
Rare card		3.25	3.00	3.00
Uncommon card		1.00	0.90	0.80
Common card		0.25	0.25	0.15
CARD NAME	RAR		MED	LOW
Angelina Johnson	F	6.00	5.50	5.00
Arthur Weasley	F	7.10	6.00	5.30
Arthur Weasley	R	4.00	3.50	3.00
Blagging	F	5.80	5.00	5.00
Body Blow	F	5.80	5.00	5.00
Broken Wand	F	6.00	5.50	5.00
Caught by Snape	XF XF	4.30	4.00	3.30
Chimaera Colin Consum	F	4.30	4.00	3.30
Colin Creevey	F	5.80	5.00	5.00
Crazed Capybara		6.00	5.50	5.00
De-Gnoming the Garde		5.80	5.00	5.00
Dobby's Disappearance	F	6.00	5.50	5.00
Dobby's Help Double-Beater Defence	F	6.00	5.50	5.00
Draco the Seeker	F	5.80 7.00	5.00	5.00
Dragon Poison	F	6.00	5.50	5.00
Dumbledore's Office	F	6.00	5.50	5.00
Entrancing Enchantment		6.00	5.50	5.00
Errol	F	6.00	5.00	5.00
Escaping the Dursleys	Ė	5.80	5.00	5.00
Fat Friar	Ė	5.80	5.00	5.00
Fawkes	Ė	6.00	6.00▲	5.00
Fighting the Basilisk	F	6.00	5.50	5.00
Flying Car	Ė	5.80	5.00	5.00
Flying Laps	Ė	6.00	5.50	5.00
Flying to Hogwarts	F	5.80	5.00	5.00
Ginny Weasley	F	7.00	6.00	5.00
Greenhouse Three	F	6.00	5.50	5.00
Gryffindor Common Ro	om			00
	F	6.00	5.50	5.00
Harry, Second Year	F	9.80	9.00	6.00
Harry, Second Year	R	5.00	4.00	3.00
Hermione, Potion Make	r F	7.80	7.00	6.00
Hermione, Potion Make		4.00	3.50	3.00
Inches and a self-self-self-self-self-self-self-self-	-	0.00	E EO	F 00

6.00 5.50

7.00 5.80

6.50 4.30 5.00 5.00

6.00

6.00 7.00 5.50 7.00

5.80

7.10 5.80 6.00 5.00

5.80 4.30 5.00 4.00

6.00 5.50

6.00

7.30 6.00

5.00 5.00

6.00 5.00 6.00

In the Spider's Lair

Mandrake

Manticore

Justin Finch-Fletchley Lockhart's Lecture

Moaning Myrtle's Bathroom

No Hands Norwegian Ridgeback

Professor Pomona Sprout F

Ron, Youngest Brother Serpensortia

Percy Weasley Petrified

Phoenix Tears Potions Project

Potions Test

Rogue Bludger

5.00

Molly Weasley F 7.00 Nimbus Two Thousand and One F 7.10

5.00

5.30

5.50

5.00 5.00 5.30 5.00 5.00 3.30

5.00 5.30 5.00 5.00

5.50 5.00

Luke Skywalker, Intrepid Pilot

Luke Skywalker, Quick Draw R

Obi-Wan Kenobi, Quick Draw

Admiral Motti, Fleet Admiral

Darth Vader, Agent of the Empire

Yoda, Wise Jedi (L) Yoda, Wise Jedi (R)

4.50

4.50

4.50 4.50 3.00

3.80 3.00 2.00

R

Darth Vader, Sith Warrior pr 11.00 4.00 2.50

			4.11.5		
	0:1 15 1	-	0.00	F F0	F 00
	Spiders' Exodus	-	6.00	5.50	5.00
	The Burrow	F	6.00	5.50	5.00
	The Weasley Twins	F	7.00	6.00	5.00
	Venomous Tentacular	Juice			
		F	6.00	5.50	5.00
	Whomping Willow	F	6.00	5.50	5.00
1	Wizard Chess	F	5.80	5.00	5.00
1		***********			
1		-			



		105.00▲	97.50
Booster Box	41.00	32.00	25.50
Starter Deck Booster Pack	6.30 2.10	5.50▼ 1.80▲	4.50 1.40
Rare card	3.00	2.90	2.20
Uncommon card	0.60	0.60	0.50
Common card	0.15	0.15	0.10
Fixed card	0.90	0.70▲	0.60
Force card	0.50	0.50	0.45
CARD NAME RA		MED	LOW
Boba Fett, Relentless Hunt	er (L)	0.50	0.50
Robe Felt Delegations Hum	4.10	3.50	2.50
Boba Fett, Relentless Hunt	4.10	3.50	2.50
Darth Vader, Emperor's Si			2.00
R	4.10	3.50	2.50
Darth Vader, Emperor's Sig	nister Ag	ent (R)	2.00
Darth Vader, Emperor's Sir R	4.10	3.50	2.50
Darth Vader, Sith Warrior	(L)		
R		3.50	2.50
Darth Vader, Sith Warrior			
R I I I I I		3.50	2.50
Luke Skywalker, Hero of Y	avin (L)	0.00	0.50
Luka Clasualkar Hara of V		3.80	2.50
Luke Skywalker, Hero of Y	avin (R) 4.50	3.80	2.50
Obi-Wan Kenobi, Old Ben	(1)	0.00	2.00
P	4.10	3.50	2.50
Obi-Wan Kenobi, Old Ben	(R)		
, P	4.10	3.50	2.50
SCUM AND VILLA	NY (170	Paulal	
		00.00	CE OO
Scum & Villainy Set Booster Box	130.00	80.00 40.00	65.00 29.00
Booster Pack	49.25	1.90▲	1.40
			0.00
Rare card	3.00	2.90	2.20
Uncommon card	0.60	0.60	0.50
Common card	0.15	0.15	0.10
CARD NAME RA	R UPR	MED	LOW
Boba Fett, Mercenary for I	lire (L)		
P		3.50	2.50
Boba Fett, Mercenary for I	Hire (R)		
P	4.10	3.50	2.50
Boba Fett's Blaster Rifle, B	lasTech l	E-3 (L)	
F		3.50	
D 1 E 11 D1 1 D10 E	4.10	0.00	2.40
Boba Fett's Blaster Rifle, B	lasTech I	E-3 (R)	
F	lasTech (E-3 (R) 3.50	2.40
F	lasTech (3.50	2.40
Parth Vader, Imperial Enfo F	4.10 rcer (L) 4.10	3.50 3.50	2.40 2.50
Parth Vader, Imperial Enfo F Darth Vader, Imperial Enfo	4.10 rcer (L) 4.10 rcer (R)	3.50 3.50	2.40
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5	lasTech I 4.10 rcer (L) 4.10 rcer (R) i0	3.50 3.50 3.4.1	2.40 2.50 0 3.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star	4.10 rcer (L) 4.10 rcer (R) cor (R) 60 4.10	3.50 3.50 3.50 R 4.1 3.50	2.40 2.50 0 3.50 2.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star Han Solo, Quick Draw	4.10 rcer (L) 4.10 rcer (R) cor (R) 60 4.10 4.10	3.50 3.50 3.4.1	2.40 2.50 0 3.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star	lasTech I 4.10 rcer (L) 4.10 rcer (R) i0 4.10 4.10	3.50 3.50 3.50 R 4.1 3.50 3.50	2.40 2.50 0 3.50 2.50 2.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star F Han Solo, Quick Draw F Luke Skywalker, Quick Dra	lasTech (4.10 rcer (L) 4.10 rcer (R) i0 4.10 4.10 www. 3.70	3.50 3.50 3.50 R 4.1 3.50	2.40 2.50 0 3.50 2.50
Darth Vader, Imperial Enfo Parth Vader, Imperial Enfo 2.9 Death Star Han Solo, Quick Draw Euke Skywalker, Quick Draw Obi-Wan Kenobi, Jedi Gue	lasTech (4.10 rcer (L) 4.10 rcer (R) 60 4.10 4.10 lw 3.70 rdian 4.10	3.50 3.50 3.50 R 4.1 3.50 3.50	2.40 2.50 0 3.50 2.50 2.50 2.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star Han Solo, Quick Draw F Luke Skywalker, Quick Dr B Obi-Wan Kenobi, Jedi Gua F Yoda/Jedi Teacher (L)	lasTech (4.10) rcer (L) 4.10 rcer (R) 60 4.10 4.10 ww 3.70 rdian 4.10 3.80	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.50 3.30	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50
Darth Vader, Imperial Enfo Parth Vader, Imperial Enfo 2.9 Death Star Han Solo, Quick Draw Euke Skywalker, Quick Draw Obi-Wan Kenobi, Jedi Gue	lasTech (4.10) rcer (L) 4.10 rcer (R) 60 4.10 4.10 ww 3.70 rdian 4.10 3.80	3.50 3.50 3.50 R 4.1 3.50 3.50 3.50 3.50	2.40 2.50 0 3.50 2.50 2.50 2.50
Darth Vader, Imperial Enfo F Darth Vader, Imperial Enfo 2.5 Death Star Han Solo, Quick Draw F Luke Skywalker, Quick Dr B Obi-Wan Kenobi, Jedi Gua F Yoda/Jedi Teacher (L)	lasTech (i. 4.10) rcer (L) i. 4.10 rcer (R) i0	3.50 3.50 8 4.1 3.50 3.50 3.50 3.30 3.30 3.30 3.30	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50
Darth Vader, Imperial Enfo Darth Vader, Imperial Enfo 2.5 Death Star Han Solo, Quick Draw Luke Skywalker, Quick Dra Dobi-Wan Kenobi, Jedi Gu Yoda/Jedi Teacher (L) Wadsledi Teacher (R)	lasTech (4.10 rcer (L) (4.10 rcer (R) (0 4.10 4.10 rdian 4.10 3.80 3.80 creek (16 days 1.10 da	3.50 3.50 3.50 R 4.1 3.50 3.50 3.30 3.30 3.30 3.30	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50
Darth Vader, Imperial Enforence Darth Vader, Imperial Enforence 2.5 Death Star Han Solo, Quick Draw Chi-Wan Kenobi, Jedi Gau Yoda/Jedi Teacher (L) MASTERS OF THE F Masters of the Force Set	lasTech (4.10 rcer (L) (4.10 rcer (R) (0 4.10 4.10 rdian 4.10 3.80 3.80 cree (16 141.00 rcer (16 141.00 rcer (17 141.00 rcer (18 141.00 rcer	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 1 cards]	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50
Darth Vader, Imperial Enformation Fig. 2.5 Death Star 2.5 Death St	lasTech (4.10 rcer (L) 4.10 rcer (R) 60 4.10 4.10 rdian 4.10 3.80 3.80 DICE (16.10 51.00 for 141.00 51.00	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 40.00	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enformath Vader, Imperial English Vader, Imperial Enforcement Vader,	lasTech (4.10 rcer (L) 4.10 rcer (R) 60 4.10 4.10 rdian 4.10 3.80 3.80 Droce (16 141.00 1.90	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 40.00 1.50	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enforce Parth Vader, Quick Draw	lasTech I 4.10 rcer (L) 4.10 rcer (R) 10 4.10 4.10 w 3.70 rdian 4.10 3.80 3.80 000 1.90 3.00	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 3.30 40.00 40.00 1.50 2.90	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enformation Fig. 2.5. Death Star 2.5. Death Star 2.5. Death Star 4.5. Death Star 2.5. De	lasTech I 4.10 reer (L) 4.10 reer (R) 60 4.10 4.10 lw 3.70 redian 4.10 3.80 3.80 000E (16 141.00 1.90 3.00 0.80	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 3.30 40.00 1.50 2.90 0.60	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enformation Fig. 2.5. Death Star 2.5. Death Star 2.5. Death Star 4.5. Death Star 2.5. De	lasTech I 4.10 reer (L) 4.10 reer (R) 60 4.10 4.10 lw 3.70 redian 4.10 3.80 3.80 000E (16 141.00 1.90 3.00 0.80	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 3.30 40.00 1.50 2.90 0.60	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enforce Parth Vader, Quick Draw	lasTech I 4.10 reer (L) 4.10 recer (R) 60 4.10 4.10 lw 3.70 redian 4.10 3.80 3.80 DCC (16 51.00 1.90 3.00 0.25	3.50 3.50 3.50 8 4.1 3.50 3.50 3.30 3.30 3.30 3.30 40.00 40.00 1.50 2.90	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enformation From Part Vader, Imperial English From Part Vader, Imperia	lasTech II 4.10 4.10 4.10 4.10 4.10 4.10 4.10 4.10	3.50 3.50 3.50 3.50 3.50 3.50 3.30 3.30	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enforce Darth Vader, Imperial Enforce Darth Vader, Imperial Enforce 2.5. Death Star Han Solo, Quick Draw Luke Skywalker, Quick Draw Phoda/Jedi Teacher (L) Phoda/Jedi Teacher (R) MASTIRS OF THE F Masters of the Force Set Booster Box Booster Pack Rare card Uncommon card CARD NAME Darth Vader, Galactic Terro F R	lasTech II 4.10 4.10 1.10 1.10 1.10 1.10 1.10 1.10	3.50 3.50 3.50 3.50 3.50 3.50 3.30 3.30	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enforce Darth Vader, Imperial Enforce 2.5 Death Star 2.5 Death S	lasTech I 4.10 4.10 in crecer (L) 4.10 rccer (R) 4.10 rccer (R) 4.10 4.10 4.10 4.10 4.10 4.10 4.10 4.10	3.50 3.50 3.50 3.50 3.50 3.50 3.30 3.30	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enformation From Part Vader, Guick Draw Russel,	lasTech I 4.10 4.10 in 7.00 (A) 4.50 in	3.50 3.50 R 4.1 3.50 3.50 3.50 3.50 3.30 3.30 40.00 1.50 2.90 0.60 0.20	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enforce Darth Vader, Imperial Enforce 2.5 Death Star 2.5 Death S	lasTech II 4.10 4.10 10 10 10 10 10 10 10 10 10 10 10 10 1	3.50 3.50 8 4.1 3.50 3.50 3.50 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.50 3.30 3.3	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Box Booster Pack Rare card Common card CARID NAME RAD DATH Vader, Galactic Terr Emperor Palpatine, Galactic Terr Emperor Palpatine, Galactic Salactic Terr Emperor Palpatine, Galactic Terr Salactic	lasTech 4.10	3.50 3.50 3.50 3.50 3.50 3.50 3.30 3.30	2.40 2.50 0 3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Box Booster Pack Rare card Common card CARID NAME RAD DATH Vader, Galactic Terr Emperor Palpatine, Galactic Terr Emperor Palpatine, Galactic Salactic Terr Emperor Palpatine, Galactic Terr Salactic	lasTech 4.10	3.50 3.50 8 4.1 3.50 3.50 3.50 3.50 3.50 3.30 3.50 3.30 3.3	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Pack Rare card Uncommon card CARID NAME DATH VADER, Galactic Terros and Common Card CARID NAME CARID	lasTech 1 4.10 4.10 10 10 10 10 10 10 10 10 10 10 10 10 1	3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Pack Rare card Uncommon card CARID NAME DATH VADER, Galactic Terros and Common Card CARID NAME CARID	lasTech 1 4.10 4.10 10 10 10 10 10 10 10 10 10 10 10 10 1	3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.40 2.50 0 3.50 2.50
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Pack Rare card Uncommon card CARID NAME DATH VADER, Galactic Terros and Common Card CARID NAME CARID	lasTech 1 4.10 4.10 10 10 10 10 10 10 10 10 10 10 10 10 1	3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.40 2.50 0.3.50 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2
Darth Vader, Imperial Enference of the State of the Skywalker, Quick Draw Luke Skywalker, Quick Draw Luke Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Skywalker, Quick Draw Charles of the Force Set Booster Box Booster Box Booster Box Booster Pack Rare card Common card CARID NAME RAD DATH Vader, Galactic Terr Emperor Palpatine, Galactic Terr Emperor Palpatine, Galactic Salactic Terr Emperor Palpatine, Galactic Terr Salactic	lasTech 1 4.10 4.10 rcer (R) 0 4.10 4.10 4.10 4.10 4.10 3.70 6.10 6.10 6.10 6.10 6.10 6.10 6.10 6.1	3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	2.40 2.50 0 3.50 2.50

Emperor Palpatine, Sith Master	4.50	0.00
F 5.00	4.50	2.00
Grand Moff Tarkin, Destroyer of Ald 3.80	eraanpr 3.00	2.00
Grand Moff Tarkin, Imperial Bureau	0.00	2.00
F 5.00	3.30	2.00
Han Solo, Smuggler for Hire	0.00	2.00
F 5.00	3.80	2.80
Han Solo, Unlikely Hero pr 5.60	4.00	2.50
Luke Skywalker, Hero of Yavin	1100	=100
pr 4.60	2.50▲	0.90
Luke Skywalker, Jedi Apprentice		
pr 4.50	4.00▲	1.00
Luke Skywalker, Moisture Farmer		
F 7.10	4.80	2.80
Medal of Alderaan pr 4.10	3.50	2.50
Now I Am the Master F 5.00	3.30	2.00
Obi-Wan Kenobi, Jedi Knight	4.00	4 00
pr 5.00	4.00▲	1.00
The Force Is Strong With This One F 5.00	3.30	2.00
Vader's Lightsaber, Sith Weapon	3.30	2.00
pr 3.80	3.00	2.00
Yoda, Jedi Master pr 5.00	4.00	1.90
You Like Me Because I'm a Scound		1.00
F 5.00	3.30	2.00
You Overestimate Their Chances		
F 5.00	3.30	2.00
		1



GOLD (5	đđ.	earriel		
Gold Set		171 75	375.00.2	75.00
Gold Starter Box		64 75	375.00 2 62.00	60.00
Gold Booster Box		85.50	74.50	65.50
Gold Starter Deck		10.00	9.00▼	9.00
Gold Booster Pack		3.10	2.80▼	2.50
Rare Card		3.00	3.00	3.00
Uncommon Card		1.00	0.70	0.50
Common Card		0.30	0.15	0.50 0.10
Fixed Card		0.90	0.50▼	0.50
CARD NAME I	RAR	UPR	MED	LOW
A Samurai's Fury	R	4.60	3.50▼	3.00
Agasha Hamanari	R	5.00	4.30▼	3.80
Akodo Ginawa (Exp 4)	R	7.00	6.30▼	3.80
Ambush	R	8.00	7.00▼	3.80
Asahina Archers	R	4.00	4.00	3.00
Bayushi Kaukatsu	R	4.60	4.00	3.00
Bayushi Yojiro (Exp 2) Burning Your Essence	R	6.00	4.00▼	3.00
Burning Your Essence	R	6.30	4.00	3.00
Celestial Sword of the C		F 00	4 00-	0.00
0-1	Χ	5.30	1.60▼	0.90
Celestial Sword of the C			1.80▼	0.00
Calcatial Curard of the D	X	5.30	1.80	0.90
Celestial Sword of the D	X	UII E ON	2.50▼	0.90
Celestial Sword of the L		5.30	2.30 1	0.90
Celestial Sword of the L	Х	5.30	1.60▼	0.90
Celestial Sword of the P			1.00 ¥	0.90
Celestial Sword of the F	X	5.30	1.60▼	0.90
Celestial Sword of the S	cor	nion	1.00	0.30
Ociosiai oword or the o	Х	5.30	1.60▼	0.90
Celestial Sword of the U			1.00	0.50
outour orrord or the o	X	5.30	1.60▼	0.90
Chrysanthemum Festival		4.60	3,50▼	3.00
Daidoji Rekai (Exp 2)	R	5.30	4.50▼	3.00
Festering Pit of Fu Leng		8.00	4.50▼	3.80
Firestorm Legion	R	4.00	4.00	3.00
Focus	R	7.80	5.00▼	3.80
Geisha Assassin	R	4.00	3.50▼	3.00
Golden Obi of the Sun G	iode	dess		
	R	4.00	3.50▼	3.00
Hida Rohiteki (Exp)	R	5.00	4.00	3.80
Imperial Gift	R	10.00	6.50▼	3.80
Imperial Honor Guard	R	4.00	4.00	3.80
Isawa Sayuri	R	4.20	4.00	3.00
Kakita Kaiten (Exp)	R	4.00	4.00	3.00
Kamoko's Constellation		4.00	3.50▼	3.00
Ki-Rin	R	5.00	4.30▼	3.80
Kolat Master	R	8.50	5.00▼	3.00
Kuni Utagu (Exp)	R	5.00	4.50▼	3.00
Kyoso no Oni (Exp)	R	5.00	3.50▲	3.00
Lion's Pride	R	5.50	3.50▼	3.00
Mantis Bushi	R	4.20	3.50▼	3.00
Mantle of the Jade Chan	npic R		2 50=	2.00
Matsu Hataki (Exp)	R	4.00 5.30	3.50 v	3.00
Matsu Ketsui	R	4.60	5.00	3.00
Matsu Nimuro	R	4.90	4.00	3.00
Mirumoto Uso (Exp)	R	5.00	4.00	3.00
New Year's Celebration	R	4.00	3.50▼	3.00
Plains of Otosan Uchi	R	4.90	4.00	3.00
Poisoned Weapon	R	7.00	5.50▼	3.00
Purity of the Seven Thu	nde			
	R	4.80	4.10▼	3.00
Samurai Warriors	R	4.00	4.00	3.00
Shahai	R	4.10	3.50▲	3.00
Shiba Ningen (Exp)	R	5.00	5.00	3.80
Shiba Tsukune (Exp 3)	R	4.30 4.30	4.00	3.00
Shinjo Shono (Exp) Sneak Attack	R	4.30	4.00	3.80
Sneak Attack	R	5.50	3.50▼	3.00
Spirit Guide	R	4.60	3.50▼	3.00
Superior Strategist	R	8.30	4.50▼	3.80
The Arrow Knows the Wa		5.00	4.30▼	3.00
The Imperial Standard	R	5.00	4.50▼	3.00

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!

Advs. at Hogwarts Set Booster Box

Booster Pack



3.00

L5R/Lord of the Rings





Words Cut Like Steel

Yokutsu no Shiryo

Yoritomo Komori

Yoritomo Yoyonagi

5.30 4.00 2.30

1504 100

Thuk-Kigi (Exp)	R	5.00	5.00	3.80
To the Last Man	R	5.00	4.30 ▼	3.00
Togashi Hoshi (Exp 2)	R	5.00	4.50▼	3.00
Torrential Rain	R	4.60	3.50 ▼	3.00
Touch of Death	R	5.00	4.00	3.00
Yakamo's Claw	Χ	5.30	1.60▼	0.50
Zin'tch	R	4.60	3.50▼	3.00
A DEDEFOR	MIT.	ure	100	

190.50 166.00 141.50

8.00 2.50 3.00 0.70 0.20 1.00

3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v 3.50 v

8.00 2.40 3.00 0.50 0.10

0.50

3.00 3.00 3.00 3.00 3.00

3.00 3.00

3.00

3.00

3.00

3.00

3.00 0.60

0.10 0.45

3.00

3.00

3.00

3.00

3.50▼ 3.00 3.50▼ 3.00

3.50 ¥ 3.00 3.50 ¥ 3.00

195.00 195.00 195.00

66.50 60.00 51.00 97.00 88.75 82.75

3.20 0.70 0.15 0.80

4.90 A 4.00 A 3.50 4.90 A 4.90 A 3.50 5.00 4.90 4.20 5.00 5.00 4.20

74.75 88.75 70.00 85.00 61.00 84.75

8.50 2.60

3.20 1.00

0.30

UPR 4.20

4.00 4.00 4.70 4.20 4.00 4.20 4.50 4.70

4.00

4.50

4.00

4.00

4 00 R R R 4.20

> 10.50 9.00 8.90 2.80

3.60

0.25

5.00 4.90▲ 4.90▲ 3.00

4.90 4.20 4.00 A 3.50 3.00

5.00 4.90A 4.00A 3.00

5.00 3.40 A 4.00 A 3.00

4.90 4.00 A 3.70 3.00

6.00

5.00▼ 4.90

A Perfect Cut Set

Rare Card Uncommon Card Common Card Fixed Card

Dairu no Shiryo

Endless Deluge Ide Michisuna

Isawa Hochiu Isawa Nakamuro

Lion Scout Matsu Kenji

Minor Illusions Moto Chen Returned to the Pit Shadowlands Bastion

Shiha Mirahu

The Hand of Thunder

The Power of Nothing Thunder Calls to Fortune R

Tsuno Ravagers Unicorn Marketeer

An Oni's Fury Set An Oni's Fury Starter Box An Oni's Fury Booster Box

Rare Card

Uncommon Card Common Card Fixed Card

Bayushi Paneki Doji Yasuyo Hida Sakamoto Hitomi Akuai

Isawa Ihara

luchi Lixue Kitsu Dejiko

Naka Tokei Osoreru no Oni Seeking the Master Shiba Aikune

Usagi Ozaki

Yakamo's Armor Yasuki Hachi

£114 ≥

Dark Allies Set Dark Allies Starter Box Dark Allies Booster Box Dark Allies Starter Deck Dark Allies Booster Pack Rare Card

Kitsune Gohei

Moment in the Sun Moto Vordu

An Oni's Fury Starter Deck An Oni's Fury Booster Pack

Yoritomo Kitao

A Perfect Cut Starter Box A Perfect Cut Booster Box

A Perfect Cut Starter Deck A Perfect Cut Booster Pack

14 1 11 1 1	-			
Kaiu Namboku	R	5.30	4.00	3.0
Miya Gensaiken	R	5.30	4.00	3.0
Naishi	R	6.50	4.50	3.0
Nikushimi	R	5.30	4.00	3.0
Personal Sohei	R	6.50	4.50	3.0
Shiba's Shrine	R	5.30	4.00	3.0
Te'tik'kir	R	5.30	4.00	3.0
Togashi Matsuo	R	5.80	4.00	3.0
Unprepared	R	6.00	4.50	3.0
Veteran Samurai	R	7.00	4.50	3.0
Decount of	HOMA	ues.		
BROKEN R	#:11 25 #	No. of the	msi	

Kaiu Namboku	R	5.30	4.00	3.00
Miya Gensaiken Naishi	R R	5.30 6.50	4.00	3.00
Nikushimi	n R	5.30	4.00	3.00
Personal Sohei	R	6.50	4.50	3.00
Shiba's Shrine	R	5.30	4.00	3.00
Te'tik'kir	R	5.30	4.00	3.00
Togashi Matsuo	R	5.80	4.00	3.00
Unprepared	R	6.00	4.50	3.00
Veteran Samurai	R	7.00	4.50	3.00
DOUNCH DE	Anre	NEC so	and all	

Veteran Samurai	R	7.00	4.50	3.00
BROKEN BL	DES	(156 ca	rds)	
Broken Blades Set	3	70.00 2	232.00	191.00
Broken Blades Starter	Box	98.00	86.00	68.25
Broken Blades Booster	Box	87.00	83.50	82.00
Broken Blades Starter	Deck	9.30	8.80	8.50
Broken Blades Booster				3.00
Rare Card		3.40		3.00
Uncommon Card		0.80	0.70	0.60
Common Card		0.25		
Fixed Card		1.00		
CARD NAME	RAR			
Asahina Sekawa	R	4.30	3.50▼	3.00
Asako Bairei	R	4.30	3.50▼	3.00
Chukandomo	R	3.70	3.50	
Jotei	R	4.00		
Kisada's Fist	R	3.70		
Moshi Jukio	R	4.30	4.00	3.80
Muchitsuio	R	4.30	3.50▼	3.00
Ogre Hag	R	3.70	3.50▲	3.30
Palm Strike	R	3.70	3.50	3.30
Quest for Guidance	R	3.70		
Scroll Cache	R	3.70	3.50	3.30
Shiryo no Gaheris	R	4.30	3.70▼	3.30
Shiryo no Seiko	R	4.80	3.80▼	3.00
Shiryo no Uona	R	4.80		
Shiryo no Yoshi	R	4.80		
Shrine of Stone	R	3.70		
Tamori Shaitung	R	4.30		
The Steel Throne	R	3.70	3.50	3.30
Time of Loyalty	R	3.70		
White Stag Burns	R	3.70	3.50	3.30
Will of Earth	R	4.30	3.70▲	
Will of Water	R	4.30	3.70▲	3.30

Starter Box 82.50 64.50	1.25 8.00 2.00	
Starter Box 82.50 64.50	1.25 8.00 2.00	
Bayushi Kaukatsu R 4.30 3.50 A Chaldera R 4.50 3.50 A Dark Eyes On the Wall R 4.30 3.50 A Dojo Raiden R 4.30 3.50 A Forgery R 4.00 3.50 A Hand of the Shogun R 4.30 3.50 V	3.00 0.50 0.20 1.00 LOW 3.00	
Hoshi Chuichi X 2.30 1.50▲	3.00 3.00 3.00 3.00 3.00 3.00 3.00 1.00	
Isawa Nodotai	3.80 3.80 1.00 3.80 3.80 3.80 3.00 3.00 3.00 3.00	

ı	Torritorio Toyonagi II 4.30	0.00	3.00
	SPECIAL SETS, PREMIUM & PRI	DMO CAF	RDS
	BATTLE OF BEIDEN PA	SS	
	Two-Player Starter 21.25	16.00	
	Dairya X 8.00 Monstrous War Machine of Full en	7.80▼	7.40
	Monstrous War Machine of Fu Len X 7.10	g 7.00▼	7.00
	HEROES OF ROKUGA		7.00
	Heroes of Rokugan Binder Set		
	325.00	299.00 2	
	CARD NAME RAR UPR	MED	LOW
	Anvil of Despair X 5.80 Atarasi's Armor X 14.75	5.50	5.30 8.30
	Atarası's Armor X 14./5 Celestial Dragon X 14.75	11.50 11.50	8.30
	Cherry Blossom Festival X 5.80	5.50	5.30
	Goju Yume X 10.25	8.50	6.80
	Gusai X 14.75	11.50	8.30
	Hida Osano-Wo X 30.50 Isawa Ijime X 10.25	22.00	13 50
	Isawa Ijime X 10.25 Judgement X 38.00	8.50 27.00	6.80 16.00
	Judgement X 38.00 Kakita Rensei X 23.00	17.00	11.00
	Land of the Dead X 10.25	8.50	6.80
	Matsu Hitomi X 14.75	11.50	8.30
	Mirumoto Tokeru X 14.75	11.50	8.30
	Miya Mashigai X 5.00	5.00	5.00
	One Virtue and Seventy Faults X 8.80	7.50	6.30
	Otaku Shiko X 14.75	11.50	8.30
	Qatol X 14.75	11.50	8.30
	Revealing the Ancient Wisdom		
	X 5.80	5.50	5.30
	Rezan X 5.00 Seppun Murayasu X 5.80	5.00	5.00 5.30
	Shinsei's Riddle X 5.00	5.00	5.00
	Shosuro Furuvari X 14.75	11.50	8.30
	Someisa X 7.30	6.50	5.80
	Spirit Legion X 12.50		7.50
	The First Oni X 14.75 Warrens of the Nezumi X 23.00	11.50	8.30 11.00
	Yasuki Kaneko X 12.50	10.00	7.50
	Yasuki kaneko X 12.50 1,000 Years of Darki	ESS	, .00
	Binder Set 225.00	219.00 2	210.00
	CARD NAME RAR UPR	MED	LOW
	A Fallen Friend X 5.80 A Wish Granted X 8.80 Another Hero Falls X 12.50		5.30
	A Wish Granted X 8.80 Another Hero Falls X 12.50		6.30 7.50
	Aramoro's Promise X 5.00	5.00	5.00
	Asako Kinyue X 6.50	6.00	5.50
	Ashalan Blade X 6.50	6.00	- 5.50
	Ashura X 14.75 Bayushi Aramoro (exp.) X 12.50	11.50	8.30 7.50
	Bayushi Aramoro (exp.) X 12.50 Birth of the New Hantei X 6.50	10.00	7.50 5.50
	Bloodspeaker's Altar X 5.00	5.00	5.00
	Burial Mound X 6.50	6.00	5.50
	Candas X 8.80		6.30
	Chamber of the Dark Council X 5.00	5.00	5.00
	Child of Fu Leng X 5.80	5.50	5.00
	Chithith X 8.80	7.50	6.30
	Chuda Retainer X 5.00	5.00	5.00
	Chithith X 8.80 Chuda Retainer X 5.00 Daidoji Uji (exp. 2) X 14.75 Dark Emperor's Blessing X 5.00 Dark Ring of Air X 6.50 Dark Ring of Earth X 6.50 Dark Ring of Earth X 8.80	11.50	8.30
	Dark Emperor's Blessing X 5.00 Dark Bing of Air X 6.50	5.00	5.00
	Dark Ring of Air X 6.50 Dark Ring of Earth X 6.50	6.00	5.50 5.50
	Dark Ring of Fire X 8.80	7.50	5.50 6.30
	Dark Ring of the Void X 6.50	6.00	5.50 6.30
	Dark Ring of Water X 8.80	7.50	6.30
	Dim Mak X 5.80	5.50	5.30 6.30
	Everyone Dies X 8.80 False Scroll X 5.00		5.00
	Gifts and Favors X 5.80	5.50	5.30
	Goju Hitomi (exp. 3) X 10.25	8.50	6.80
	Hakumei X 6.50	6.00	5.50
		10.00 15.00	7.50 10.00
	Hantei the 39th X 20.00 Hellbeast X 6.50	6.00	5.50
	Heroic Sacrifice X 5.00	5.00	5.00
	Hida Yakamo (exp. 3) X 16.25	12.50	8.80
	Hitomi's Choice X 5.00	5.00	5.00
			5.30 6.30
	Horiochi Shoan (exp.) X 8.80 Hoturi the Heartless (exp. 3)	7.50	6.30
	X 20.00	15.00	10.00
	I Give You My Name X 7.30	6.50	5.80
	Ikoma Uliaki (exp. 2) X 10.25	8.50	6.80
	Importune Kami X 14.75	11.50	8.30 6.80
	Isawa Tsuke (exp. 2) X 10.25 Ishada X 7.30 Island Sanctuary X 8.80	8.50 6.50	5.80
	Island Sanctuary X 8.80	6.50 7.50	6.30
	Kage (exp. 3) X 8.80	7.50	6.30 6.30
	Kuni Osaku X 7.30	6.50	5.80
	Kuni Yori (exp. 2) X 10.25	8.50	6.80
	Kuruma Date X 5.80 Kuruma Seiro X 7.30	5.50 6.50	5.30 5.80
	Matsu Masutaro X 8.00	7.00	6.00
	Moto Kumari X 7.30 Mountain of Shadows X 5.80	6.50	5.80
	Mountain of Shadows X 5.80	5.50	5.30
	Musha X 7.30 Obsidian and Jade X 5.80	6.50 5.50	5.80
	Importune Kami	6.00	5.30 5.50
	Obsidian Mine X 10.25	8.50	6.80
	Oracle of Thunder (exp.) X 8.80	7.50	6.30

Radakast (exp. 2) X 12.50	10.00	7.50
Ray of Hope X 5.80	5.50	5.30
Ruins of Otosan Uchi X 14.75	11.50	8.30
Seppun Matsuo X 8.00	7.00	6.00
Shahai no Yokai X 8.80 Sharp-Sharp Stick X 7.30	7.50	6.30
Sharp-Sharp Stick X 7.30 Shashakar (exp. 2) X 12.50	6.50	5.80 7.50
Shiba Tsukune (exp. 2) X 20.00	15.00	10.00
Shosuro Nabukazo X 8.80	7.50	6.30
Snak X 8.80	7.50	6.30
Soul of the Grand MasterX 8.00	7.00	6.00
Swallowed by the Sea X 5.00	5.00	5.00
Tadaka's Last Wish X 12.50	10.00	7.50
Tadaka's Sacrifice X 5.00 The Darkest Shadow X 5.80	5.00 5.50	5.00 5.30
The Darkest Shadow X 5.80 The Imperial Palace of Fu Leng	3.30	5.50
X 20.00	15.00	10.00
The Jade Hand (exp.) X 16.25	12.50	8.80
The Lesser of Two Evils X 6.50	6.00	5.50
The Maw X 23.75	17.50	11.25
The Thunders Fall X 7.30	6.50	5.80
Togashi Mitsu (exp. 2) X 10.25	8.50	6.80
Togashi Sunshen X 8.80 Togashi's Prison X 7.30 Toku (exp. 2) X 12.50	7.50	6.30
Togashi's Prison X 7.30 Toku (exp. 2) X 12.50	6.50	5.80
Tosekiki X 8.00	7.00	7.50 6.00
Toturi (exp. 3) X 20.00	15.00	10.00
Toturi's Defeat X 5.00	5.00	5.00
Toturi's Grave X 10.25	8.50	6.80
Usagi Masashi X 8.80	7.50	6.30
Vengeful Kami X 6.50	6.00	5.50
Yogo Junzo (exp. 2) X 20.00	15.00	10.00
Yoritomo (exp. 2) X 20.00	15.00	10.00
Zanshar X 6.50	6.00	5.50
PROMO CARDS RAR UPR A Perfect Cut (2 versions) pr 3.00	MED 2.90	2.80
A Perfect Cut (2 versions) pr 3.00 Akasha F 20.00	20.00	18.00
Akodo's Shrine F 8.50	8.00	7.00
Akodo's Shrine pr 2.50	2.00	2.00
Celestial Sword of the Crab		
F 30.00	25.00	23.00
Celestial Sword of the Crane		
F 35.00	25.00	24.00
Celestial Sword of the Dragon F 30.00	25.00	22.00
Celestial Sword of the Phoenix	20.00	22.00
F 30.00	25.00	22.00
Celestial Sword of the Unicorn		
F 30.00	25.00	22.00
Dark Oracle of Earth F 15.00	12.00	10.00
Dark Oracle of Earth pr 4.00	3.00	2.50
Dark Oracle of Fire pr 4.00	3.00	2.50
Dragon Puzzle Box pr 12.00 Exile pr 6.00	10.00	9.00 4.50
Fight for the Dawn pr 6.00	5.00▲	
Fu Leng's Victory pr 6.00	5.00▲	4.50
Hatamoto F 12.00	12.00	10.00
Hatamoto pr 2.50	2.00	2.00
Hida Sukune (exp) pr 6.00	5.00	4.00
Hida Utaemon pr 6.00	6.00	5.00
Hida's Shrine pr 16.00	15.00	
Imperial Ambassador pr 35.00 Isawa Tekkan pr 10.00	30.00	28.00
Isawa Tekkan pr 10.00 Isawa's Last Wish pr 16.00	15.00	7.00 12.50
Kachiko's Kiss pr 6.00	5.00	4.00
Legion of Two Thousand F 10.00	7.00	5.00
Matsu Satomi pr 6.00	5.00	3.50
Naga Abominination pr 9.00	8.00	7.00
Porcelain Mask of Fu Leng (exp.)		
pr 15.00	12.00	
Rikugunshokan F 12.00	10.00	9.00
Rikugunshokan pr 4.00 Scrye pr 6.00	3.00 5.00	2.50 4.50
Scrye pr 6.00 The False Hoturi pr 12.75	11.00	9.50
The Prophesies of Uikku pr 6.00	5.00	
The Tao of Shinsei pr 6.00	5.00	4.50
Time of the Void pr 6.00	5.00	4.50
Welcome Home pr 27.00	25.00	22.00
TOP	1	
ORID		
TO THE		
KUNGO		
TRANSPORT CARE GATE		
FELLOWSHIP OF THE RING (3	CE acud	4
SECTION AND PROPERTY.	101 PER 11	

Toward Toward	CAN	GAR		
FELLOWSHIP OF	HE	RING (3	65 cards)
Fellowship Set	5	00.00	150.00 v 3	312.50
Deluxe Starter		22.00		20.00
Starter Display			12.75	
Booster Display	- 1	00.00		90.00
Starter Deck		11.75		10.50
Booster Pack		3.40		
Uncommon card		1.00		
Common card		0.25		
Foil Rare Card Foil Uncommon Card		8.10 3.90		2.00
Foil Common Card		1.80	1.00▼	1.00
CARD NAME	RAF		MED	LOW
A Wizard Is Never Late		4.00	3.50 ▼	
Albert Dreary, Entertain				0.00
Albert Broary, Entertain	R	4.20	3.00▼	3.00
Alive and Unspoiled	R	4.00	3.50▼	3.00
All Veils Removed	R	3.90	3.00▼	
An Able Guide	R	4.20	3.80▼	3.00
Ancient Chieftain	R	4.00	3.50▼	3.00
Aragorn, King In Exile	Χ	4.00	3.00▼	3.00
Aragorn, Ranger Of The	No	rth		
	R	9.80	8.00	6.80
Aragom's Bow	R	6.60	5.50▲	5.00

	nd			
	R 1	2.75	11.00▲	7.60
Arwen's Fate	R	4.00	3.50▼	3.00
Band of the Eye	R	3.90 4.00	3.50▼	3.00
	R	4.00	3.00▼	3.00
Delit oil Discovery	R	3.40	3.00▼	3.00
Bilbo Baggins, Retired Ad	iven	turer		
	K	7.50	4.50▼	
Black Steed	R	4.00	3.50▼	3.00
Blade of Gondor Boromir, Lord Of Gondor Bow of the Galadhrim	K	5.80 9.80 5.20	5.00 8.30	3.30
Boromir, Lord Of Gondor	K	9.80	8.30▲	6.00
Bow of the Galadhrim	ĸ.	5.20	4.00▼	3.30
Caradhras Has Not Forgi	ven I	Js		
Cave Troll of Moria, Scou. Cave Troll's Hammer Celebom, Lord Of Lórien Change of Plan Cruel Caradhras Cruel Caradhras Curse Their Foul Feetl Dark Whispers Denizens Enraged Despair Desperate Defense of the	K	4.00	3.30▼	3.00
Cave Troll of Moria, Scou	irge	Of The	Black P	
	K	9.90	6.80▼	4.30
Cave Iroll's Hammer	K	4.20	3.50▼	3.00
Celeborn, Lord Of Lorien	R	6.50	4.30▼	3.10
Change of Plans	R	4.00	3.50▼	3.00
Cruel Caradhras	R	3.90	3.00▼	3.00
Curse Their Foul Feet!	R	3.90	3.00▼	
Dark Whispers	R	3.80	3.00	3.00
Denizens Enraged	R	3.50	3.00▼	3.00
Despair	R	3.50	3.00▼	3.00
Desperate Defense of the	Rin	g		
	R	4.20 3.50 5.00 3.90 7.90 3.40 3.40	4.00	3.60
	R	3.50	3.00▼	3.00
Double Shot	R	5.00	4.30▼	3.10
Durin's Secret Elrond, Lord Of Rivendell	R	3.90	3.30▼	3.00
Elrond, Lord Of Rivendell	R	7.90	5.50▼	4.20
Enduring Evil	R R	3.40	3.00▼	3.00
Enheartened Foe	H -	3.40	3.00	3.00
Farmer Maggot, Chaser			0.00-	0.00
		4.70	3.00▼	
Fear Feat L	R	3.20	3.00	3.00
Fool of a look!	K	3.00 8.40	3.00	3.00
Frodo, Old Bilbo's Heir	K	8.40	6.50	5.10
Galadriel, Lady Of Light	R	7.10	5 8U V	5.00
Fool of a Took! Frodo, Old Billo's Heir Galadriel, Lady Of Light Gandalf, Finend O'The S Gandalf, The Grey Wizard Gimli, Son O'f Glóin Gimli's Battle Axe Gimli's Helm Glamdring Goblin Archer Goblin Armory Goblin Domain Goblin Swarms Greatest Kindodm of My	hiref	olk		
	R 1	1.50	9.40	7.30
Gandalf, The Grey Wizard	Χ	4.80	3.00▼	3.00
Gimli, Son Of Glóin	R	6.80	5.50▼	5.00
Gimli's Battle Axe	R	5.00	3.50▼	3.00
Gimli's Helm	R	4.00	3.50▼	2.60
Glamdring	R	6.10	5.00▼	5.00
Goblin Archer	R	4.40	3.50▼	
Goblin Armory	R	6.00	4.50▼	3.20
Goblin Domain	R	4.20	3.50▼	3.00
Goblin Swarms	R	4.50	4.00	3.00
	Peo	ple		
	R	3.20 3.80 3.90 4.70 4.20 3.50	3.00	3.00
Greed	R	3.80	3.00	3.00
Guard Commander	R	3.90	3.00▼	3.00
Guard Commander Gwernegil Hate In the Ringwraith's Wake Journey Into Danger Legolas, Greenleaf	R R	4.70	4.10	3.10
Hate	R	4.20	3.50▼	3.00
In the Ringwraith's Wake	R	3.50	3.00▼	3.00
Journey Into Danger	R	0.00	0.00	3.00
Legolas, Greenleaf	R	8.00	7./UA	6.30
Lost to the Goblins	R	4.00	3.00▼	3.00
Lurtz, Servant Of Isengal	rd			
		8.00	6.30 ▼	5.00
Lurtz's Battle Cry Merry, Friend To Sam Mithril Shaft Mordor Enraged	R	4.00	3.80▼	3.00
Merry, Friend To Sam	R	4.00 5.80 3.90 3.00 4.90 4.20	4.50▼	4.00
Mithril Shaft	R	3.90	3.00▼	3.00
Mordor Enraged	R	3.00	3.00	3.00
Morgul Blade	R R	4.90	4.00	4.00
Moraul Gates	R	4.20	3.00▼	
Morgul Hunter	R R	4.20	4.00	3.30
Morgul Warden	R	4.00	3.00 ▼	3.00
Moria Axe	R	3.90	3.00	3.00
Nobody Tosses a Dwarf	R	3.90	3.00▼	
Orc Banner	R			3.00
		3.80	3.00	3.00
Orc Bowmen	R	3.80 4.50	3.00 4.00	3.00
Orc Banner Orc Bowmen Orc Butchery		3.80	3.00 4.00 3.50 V	3.00 3.00 3.00
Orc Butchery	R	3.80 4.50 4.00 4.40	3.00 4.00 3.50▼ 3.50▼	3.00 3.00 3.00 3.00
Orc Butchery Orc War Band Orthanc Assassin	R R R	3.80 4.50 4.00 4.40 4.50	3.00 4.00 3.50▼ 3.50▼ 4.00	3.00 3.00 3.00 3.00 3.30
Orc Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown	R R R R	3.80 4.50 4.00 4.40 4.50 3.90	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00
Orc Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry	R R R R R	3.80 4.50 4.00 4.40 4.50 3.90 3.80	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30
Orc Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown	R R R R R Intel	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence	3.00 4.00 3.50▼ 3.50▼ 4.00 3.00▼ 3.00▼	3.00 3.00 3.00 3.00 3.30 3.00 3.00
Orc Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some	R R R R R Intel	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00
Orc Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry	R R R R R Intel R Stati	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50 ure	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.30
Ore Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His	R R R R Intel R Stati	3.80 4.50 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50	3.00 4.00 3.50▼ 3.50▼ 4.00 3.00▼ 4.00▼ 3.80▼	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.30 3.00
Ore Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind	R R R R R Intel R Stati	3.80 4.50 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.30
Ore Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His	R R R R R Intel R Stati	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 ring	3.00 4.00 3.50 ▼ 3.50 ▼ 4.00 3.00 ▼ 3.00 ▼ 3.80 ▼ 3.50 ▼	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.30 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An	R R R R R Intel R Stati R Swei	3.80 4.50 4.00 4.40 4.50 3.80 ligence 6.50 ure 4.50 4.00 ring 4.00	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V 3.80 V 3.50 V	3.00 3.00 3.00 3.00 3.30 3.00 3.30 3.00 3.30 3.00 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria	R R R R R Intel R Stati R R sweet	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 3.20	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V 3.50 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.30 3.00 3.00 3.00 3.00
Ore Butchery Orc War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Motal Return to Iris Master	R R R R R Intel R Stati R Sweet	3.80 4.50 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 ring 4.00 3.20 3.90	3.00 4.00 3.50 ¥ 4.00 3.00 ¥ 3.80 ¥ 3.50 ¥ 3.00 ¥ 3.00 ¥ 3.00 \$ 3.00	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion	R R R R R Intel R Stati R Swel R R R	3.80 4.50 4.40 4.40 3.90 3.80 ligence 6.50 4.00 4.00 3.20 3.20 3.80	3.00 4.00 3.50 V 3.50 V 4.00 S 3.00 V 3.80 V 3.50 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companior Saruman's Reach	R R R R R R Intel R Stati R R Sweet	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 3.20 3.90 5.80 3.80	3.00 4.00 3.50 ¥ 4.00 3.00 ¥ 3.80 ¥ 3.50 ¥ 3.00 ¥ 3.00 ¥ 3.00 \$ 3.00	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion	R R R R R Intel R Stati R Sweet R R R R R R R R	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 7.00 3.20 3.80 5.80 3.80 5.80 3.80 5.80 5.80 5.80 5.80 5.80 5.80 5.80 5	3.00 4.00 3.50 V 4.00 3.00 V 3.00 V 3.80 V 3.50 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V	3.00 3.00 3.00 3.30 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their	R R R R R R Intel R Stati R R R R R R R R R R R R R R R R R R	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 4.00 4.00 3.20 3.80 4.00 3.20 3.80 4.00 4.00 4.00 4.00 4.00 4.00	3.00 4.00 3.50 V 4.00 3.00 V 3.00 V 3.80 V 3.50 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companior Saruman's Reach Savagery to Match Their Seeking Its Master	R R R R R R Intel R Stati R R R R R R R R R R	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 4.00 4.00 3.20 3.80 4.00 3.20 3.80 4.00 3.20 3.80 4.00 3.20 3.80 4.00	3.00 4.00 3.50 V 4.00 3.00 V 3.00 V 3.80 V 3.50 V 3.00 V	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Seevant of the Secret Fire Servant of the Secret Fire	R R R R R Intel R Stati R R R R R R R R R R R R R R R R R R R	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 3.20 3.20 3.80 bispence 4.50 4.00 3.20 3.20 3.20 3.20 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.50 V 3.50 V 4.00 3.00 V 3.00 V 3.80 V 3.50 V 3.00	3.00 3.00 3.00 3.00 3.30 3.30 3.00 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to its Master Sam, Faithful Companior Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman	RRRRRIINTEIR Stati	3.80 4.50 4.00 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 3.20 3.80 bers 4.20 3.40 4.40 3.80	3.00 4.00 3.50 ▼ 4.00 3.00 ▼ 3.80 ▼ 3.50 ▼ 3.80 ▼ 3.00 ▼	3.00 3.00 3.00 3.00 3.30 3.30 3.00 3.00
Ore Butchery Orr. War Band Orthane Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting	RRRRRIINTEIR STATI	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligencu 6.50 4.00 3.20 3.80 4.00 3.20 3.80 4.00 4.00 3.20 3.80 4.00 4.00 5.80 4.00 5.80 4.20 4.20 4.20 4.20 6.20 6.20 6.20 6.20 6.20 6.20 6.20 6	3.00 4.00 3.50 ¥ 4.00 3.00 ¥ 4.00 ¥ 3.80 ¥ 3.50 ¥ 3.00 ₹ 3.00 ₹ 3	3.00 3.00 3.00 3.30 3.30 3.30 3.30 3.30
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting Stone Trolls	RRRRRINTEL	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligencu 6.50 4.00 3.20 3.20 3.80 4.00 5.80 4.00 4.00 3.80 4.00 5.80 4.20 3.80 4.20 4.20 4.20 4.20 4.20 4.20 4.20 4.2	3.00 4.00 3.50 ¥ 4.00 3.00 ¥ 3.00 ¥ 3.80 ¥ 3.00	3.00 3.00 3.00 3.30 3.00 3.00 3.00 3.00
Ore Butchery Ore War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companior Samuman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spries of Saruman Sting Stone Trolls Strength of Kings	RRRRRINTEL	3.80 4.50 4.40 4.40 4.50 3.80 3.80 6.50 ure 4.50 4.00 5.80 3.20 3.20 3.20 3.20 3.40 4.40 3.20 3.40 4.40 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 4.50 3.30 4.00 5.80 4.00 5.80 4.00 6.80 4.40 4.50 5.80 6.80 6.80 6.80 6.80 6.80 6.80 6.80 6	3.00 \(\) 4.00 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\) 3.00 \(\) 3.50 \(\) 3.00 \(\) 3.50 \(\) 3.00 \(\) 3.00 \(\) 3.00 \(\) 3.00 \(\) 3.00 \(\) 5.00 \(\) 3.00 \(\) 5.00 \(\) 5.00 \(\) 3.30 \(\) 5.80 \(\) 5.80 \(\) 3.30 \(\)	3.00 3.00 3.00 3.30 3.00 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting Stone Trolls Strength of Kings The Choice of Lithien	RRRRRRINTER RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 3.20 3.20 3.80 4.00 3.20 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Saw, Patifull Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Elrond	RRRRRRINTER RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 ure 4.50 4.00 3.20 3.20 3.80 mbers 4.20 3.40 4.40 3.80 6.50 0.00 0.00 0.00 0.00 0.00 0.00 0.0	3.00 \ 3.	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Seviant of the Secret Fire Spies of Saruman Sting Stone Trulo Strength of Kings The Choice of Lúthien The Council of Elrond The End Comes	RRRRRRINTER State	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligence 6.50 4.00 3.20 3.20 3.80 0.00 1.00 1.00 1.00 1.00 1.00 1.00 1	3.00 \(\) 3.50 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\) 3.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to lis Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeving Its Master Seeving Its Master Seeving Its Master Seeving Its Master Sing Stone Trolls Strength of Kings The Choice of Lithlien The Council of Elrond The End Comes The Gaffer, Sam's Father	RRRRRINTER RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.40 4.50 3.90 3.80 ligenci 6.50 4.00 4.00 3.20 3.20 3.80 mbers 4.20 3.80 4.40 3.80 6.80 4.40 3.90 3.80 4.00	3.00 \(\) 3.50 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\) 3.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spiles of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Florad The End Comes The Gaffer, Sam's Father The Irresistible Shadow	RRRRRINTEL STATE	3.80 4.50 4.40 4.40 4.50 3.90 3.80 6.50 LITE 4.50 4.00 6.50 3.20 3.20 3.80 4.00 4.00 3.20 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.00 3.00 3.00 3.50 3.00	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to lis Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeving Its Master Seeving Its Master Seeving Its Master Seeving Its Master Sing Stone Trolls Strength of Kings The Choice of Lithlien The Council of Elrond The End Comes The Gaffer, Sam's Father	RRRR RINTEL R STATE	3.80 4.50 4.40 4.40 4.50 3.90 3.80 liigenci 6.50 4.00 3.20 3.90 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting Strength of Kings The Choice of Litthien The Council of Elrond The End Comes The Gaffer, Sam's Father In Irresistible Shadow The Last Alliance of Elve	RRRRRINTEL RSTATE RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.40 4.50 3.90 3.80 4.00 4.00 4.00 3.20 3.20 3.90 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.50 ¥ 3.00 ¥	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spiles of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Florad The End Comes The Gaffer, Sam's Father The Irresistible Shadow	RRRR RINTEL R STATE	3.80 4.50 4.40 4.40 4.50 3.90 3.80 liigenci 6.50 4.00 3.20 3.90 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.30 3.00 3.00 3.00
Ore Butchery Orr War Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spies of Saruman Sting Strength of Kings The Choice of Litthien The Council of Elrond The End Comes The Gaffer, Sam's Father In Irresistible Shadow The Last Alliance of Elve	RRRRRINTER STATE	3.80 4.50 4.40 4.50 3.90 6.50 Irre 4.50 4.00 3.20 5.80 3.80 mbers 3.40 4.40 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.50 ¥ 3.00 ¥	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Patiful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spries of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Elrond The End Comes The Gaffer, Sam's Father Herrseistible Shadow The Last Alliance of Elve The Mirror of Galadniel	RRRRRINTER STATE	3.80 4.50 4.40 4.50 3.90 6.50 Irre 4.50 4.00 3.20 5.80 3.80 mbers 3.40 4.40 3.80 4.00 3.80 4.00 3.80 4.00 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.50 ¥ 3.00 ¥	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Sevant of the Secret Fire Spies of Saruman Sting Stone Trolls Strength of Kings The Coloice of Lithien The Council of Elrond The End Comes The Gaffer, Sam's Father In erastibile Shadow The Last Alliance of Elve The Mirror of Galadriel The Mirror of Galadriel The Misadventure of Mr.	RRRRRINTER STATE RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.50 3.90 6.50 Ure 4.00 3.20 4.00 3.20 4.00 3.20 3.40 4.40 3.390 3.40 4.40 3.390 4.20 3.90 4.20 3.90 4.20 3.90 3.90 4.20 4.20 4.20 4.20 4.20 4.20 4.20 4.2	3.00 \(\) 3.00 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.00 3.30 3.30 3.30
Ore Butchery Ore Wat Band Orthanc Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Patiful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Servant of the Secret Fire Spries of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Elrond The End Comes The Gaffer, Sam's Father Herrseistible Shadow The Last Alliance of Elve The Mirror of Galadniel	RRRRRRINTEL STATE STA	3.80 4.50 4.400 4.400 4.50 3.90 6.50 Ure 4.50 4.00 3.20 5.80 3.80 4.00 3.80 4.40 3.80 4.40 3.80 4.00 3.90 3.90 3.90 3.90 4.00 3.90 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 4.00 3.00 4.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Ore Butchery Ore Wat Band Orthane Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Sevant of the Secret Fire Spies of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Elront The Gaffer, Sam's Father The Inresistible Shader The Infessible Shader The Mirror of Galadriel The Mirror of Galadriel The Mirror of Galadriel The Misadventure of Mr. The Nine Walkers	RRRRRRINTEL STATE STA	3.80 4.50 4.40 4.50 3.90 6.50 Ure 4.00 3.20 4.00 3.20 4.00 3.20 3.40 4.40 3.390 3.40 4.40 3.390 4.20 3.90 4.20 3.90 4.20 3.90 3.90 4.20 4.20 4.20 4.20 4.20 4.20 4.20 4.2	3.00 \(\) 3.00 \(\) 4.00 \(\) 3.50 \(\) 4.00 \(\) 3.00 \(\)	3.00 3.00 3.00 3.00 3.00 3.30 3.30 3.30
Ore Butchery Ore Wat Band Orthane Assassin Ottar, Man Of Laketown Parry Pippin, Hobbit Of Some Power According to His Pursuit Just Behind Questions That Need An Relics of Moria Return to Its Master Sam, Faithful Companion Saruman's Reach Savagery to Match Their Seeking Its Master Sevant of the Secret Fire Spies of Saruman Sting Stone Trolls Strength of Kings The Choice of Lúthien The Council of Elront The Gaffer, Sam's Father The Inresistible Shader The Infessible Shader The Mirror of Galadriel The Mirror of Galadriel The Mirror of Galadriel The Misadventure of Mr. The Nine Walkers	RRRRRINTER STATE RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	3.80 4.50 4.40 4.50 4.40 3.80 3.80 3.80 4.00 4.50 4.00 3.20 5.80 3.80 6.80 4.00 3.90 3.90 3.90 3.90 3.90 3.90 3.80 d Menn 4.00 3.90 4.00 3.90 3.90 3.80 d Menn 4.00 3.90 3.80 d Menn 4.00 7.10	3.00 4.00 3.50 ¥ 4.00 3.50 ¥ 4.00 3.50 ¥ 4.00 3.50 ¥ 4.00 3.50 ¥ 4.00 3.50 ¥ 4.00 3.50 ¥ 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00

Arwen, Daughter Of Elrond





4.50 3.50▲ 3.00



8.80

14.75 8.80

5.00

7.50 11.50 7.50

6.30

8.30 6.30

Lord of the Rings/Magi-Nation

Alt= alternate image; Pv=preview

	3.50 Boromir, Defender of Minas Tirith	
The Saga of Elendil R 4.00 3.30 The Splendor of Their Banners	3.00 X 2.80 2.00 2.0 Can You Protect Me From Yourself?	00
R 4.00 4.00	3.00 R 4.00 3.00 3.0 3.00 Citadel of Minas Tirith R 4.00 3.00 3.0	
The Twilight World R 3.40 3.00	3.00 Depths of Moria R 3.70 3.00 3.0	
	3.00 Elrond, Herald to Gil-galad 3.00 R 5.50 5.00 4.8	80
The Witch-king, Lord Of Angmar R 10.50 9.00	Forests of Lothlórien R 3.80 3.00 3.0 7.60 Galadriel, Lady of the Golden Wood	00
Thin and Stretched R 3.90 3.00 ▼	3.00 R 5.90 5.00 4.0	
Troll's Keyward R 4.00 3.30 ▼	3.00 Gates of the Dead City R 3.70 3.00 3.0 3.00 Gift of the Evenstar R 3.70 3.00 3.0	
	3.00 Gondor Bowmen R 5.00 3.50 3.5 His Cruelty and Malice R 3.70 3.00 3.0	
, R 6.00 5.10	4.60 Hollowing of Isengard\ R 3.40 3.00 2.5	50
	Hom of Boromir R 4.00 3.30 3.0 4.10 Legolas, Son of Thranduil X 3.00 2.50 A 2.0	00
Úlairē Toldēa, Messenger Of Morgul R 6.00 5.50	Long-knives of Legolas R 6.00 5.00 3.2 4.10 Melilot Brandybuck, Merry Dancer	20
Uruk Guard R 4.00 3.50 ▼	3.00 Ř 4.00 3.00 ▼ 2.5	
Uruk Spy R 4.20 4.00	3.00 Mines of Khazad-Dûm R 3.40 3.00 3.0 3.00 Morgul Slayer R 4.00 3.00 3.0	00
	3.00 Narya R 4.30 3.30 V 3.0 3.00 Nenya R 4.30 3.30 V 3.0	
NINES OF MORIA (122 cards)	Orc Commander R 4.00 4.00 3.0	00
Mines of Moria Set 186.25 172.50 15	8.75 Orc Trooper R 4.00 4.00 3.0	00
Starter Display 120.00 114.50 110 Booster Display 100.00 95.00 90	0.00 Orthanc Berserker R 5.00 4.00 ▼ 4.0 0.00 Our List of Allies Grows Thin	00
	0.00 R 3.40 3.00 2.5	50
Uncommon card not listed 1.00 0.80 (0.50 R 7.00 6.00 5.0	30
	0.15 Such a Little Thing R 3.40 3.00 3.0 5.00 Terrible as the Dawn R 3.40 3.00 2.5	00 50
Foil Uncommon Card 3.60 3.00 2	2.00 The Palantír of Orthanc R 4.50 4.00 3.3	20
	1.00 The Shards of Narsil R 5.00 3.50 V 3.0 The Shire Countryside R 3.40 3.00 2.5	
	3.00 Too Great and Terrible R 3.40 3.00 3.1	00
		00
Beyond the Height of Men R 3.20 3.00		00 50
Bill Ferry, Swarthy Sneering Fellow	THE TWO TOWERS (365 cards)	00
	3.00 The Two Towers set 426.25 392.50 358.7	
Consorting With Wizards R 3.90 3.10	3.00 The two lowers foll set 547.50 515.00 482.5	
	3.00 Booster Box 86.25 85.00 81.0	00
Flaming Brand R 4.90 4.00 A	3.10 Starter Deck 10.25 10.00 9.5	
	4.30 Uncommon card 0.90 0.80 ▼ 0.6	60
Gimli, Dwarf of the Mountain-race	Common card 0.25 0.25 0.2 2 40 Foil Rare card 10.00 8.00 5.0	00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50	2.40 Foil Rare card 10.00 8.00 5.0 5.0 5.0 5.0 5.0 5.0 5.0 5.0 5.0	00 30
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 J.50 His Terrible Servants R 3.90 J.50	2.40 Foil Rare card 10.00 8.00 5.0 5.00 Foil Uncommon card 3.00 3.00 2.3 5.00 Foil Common card 1.00 1.00 0.00 7.00 FOIL CARUS RAR UPR MED 1.0	00 30 30
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.00 Huge Tentacle R 4.40 3.80 V	Foil Rare card 1.00 8.00 5.0	00 30 30
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Ternible Servants R 3.90 3.30 Huge Tentade R 440 3.80 Jámsmid, Merchant from Dale R 3.20 Lurtz's Sword R 4.60 4.00	Foil Rare card 1.00 8.00	00 30 30 30 50
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.30 Huge Tentacle R 4.40 3.80 V Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 3.00	Foil Rare card 1.00 8.00 5.00	00 30 30 50 50
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.30 V Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 4.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 4.30 A No Mere Ranger R 3.90 3.00	Foil Rare card 1.00 8.00 5.0	00 30 30 50 50 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.30 Huge Tentacle R 4.40 Jámsmid, Merchant from Dale Lurtz's Sword R 3.20 Make Light of Burdens R 3.40 Mithril-coat R 5.00 O Elbereth! Gilthoniel! R 3.90 O Elbereth! Gilthoniel! R 3.90 3.00	Foil Rare card 1.00 8.00 5.0	00 80 80 80 80 90 50 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.30 V Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 4.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 4.30 No Mere Ranger R 3.90 3.00 C Elberth [Githoniel! R 3.90 3.30 O C Elberth [Githoniel! R 3.90 3.30 Realm of Dwarrowdelf R 3.60 3.00	240 Foil Area Card 10.00 8.00 a 5.0 a 5.0 a 5.0 a 5.0 c 2.3 Foil Uncommon card 1.00 1.00 0.8 a 5.0 a	00 80 80 80 50 50 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Ternible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.00 Make Light of Burdens R 3.00 Mo Mere Ranger R 3.90 C Elbereth! Gilthoniel! R 3.90 C Elbereth! Gilthoniel! R 3.90 Realm of Dwarrowdelf R 3.60 Red Book of Westmarch R 3.80 Release the Angry Flood R 3.20 3.00	240 Foil Common card 3.00 3.00 2.30 70 Foil Common card 3.00 3.00 2.30 3.00 3.00 3.00 3.00 3.00	00 80 80 80 80 50 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Mithril-coat R 5.00 Mithril-coat R 5.00 Delbereth! Githoniel! R 3.90 University R 3.90 Delbereth! Githoniel! R 3.90 Delbereth! Githoniel! R 3.90 Realm of Dwarrowdelf R 3.60 Red Book of Westmarch R 3.80 Release the Angry Flood R 3.20 Sorret Sentinels R 3.90 3.00	Foil Rare card 1.00 3.00	00 80 80 80 80 80 80 80 80 80
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elberethl Githnoilel R 3.90 Real m of Dwarrowdelf R 3.60 Read Book of Westmarch R 3.80 Secret Sentinels R 3.90 Sacret Sentinels R 3.90 Signification R 3.90	240 Foil Uncommon card 3.00 3.00 2.30 70 Foil Uncommon card 3.00 3.00 2.33 3.00 3.00 2.33 5.00	00 80 80 80 80 80 80 80 80 80
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Mithril-coat R 5.00 Mike Light of Burdens R 3.40 Mithril-coat R 5.00 Delbereth! Gilthoniel! R 3.90 Delbereth! Gilthoniel! R 3.90 Delbereth! Gilthoniel! R 3.90 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Sifield of Boromir R 4.20 Siff Asunder R 4.00 Stricken Dumb R 3.40	240 Foil Common card 3.00 3.00 2.30 70 Foil Common card 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	00 80 80 80 80 80 80 80 80 80
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Mithril-coat R 5.00 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elbretth Githoniel R 3.90 Realm of Dwarrowdelf R 3.60 Realm of Dwarrowdelf R 3.60 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Stricken Dumb R 3.40 Stricken Dumb R 3.40 Stricken Dumb R 3.40 Stricken Dumb R 3.40 The Balrog, Flame of Udún R 10.00 S.40 V 3.00 S.40 V 3.0	240 Foil Common card 1.0.0 8.00	00 80 80 80 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elbereth! Gitthoniel! R 3.90 Alberth! R 3.90 O Elbereth! Gitthoniel! R 3.90 Realm of Dwarrowdelf R 3.60 Real Book of Westmarch R 3.80 Secret Sentinels R 3.90 Salon Release the Angry Flood R 3.20 Secret Sentinels R 3.90 Salon Release the Angry Flood R 3.20 Secret Sentinels R 3.90 Stricken Dumb R 3.00 Staff Asunder R 4.00 St	240 Foil Uncommon card 3.00 3.00 2.33 3.00 5.00 Common card 3.00 3.00 2.33 5.00 5.00 Common card 3.00 3.00 3.00 2.33 5.00 5.00 Common card 1.00 1.00 0.83 5.00 5.00 5.00 5.00 5.00 5.00 5.00 5.0	00 80 80 80 80 90 90 90 90 90 90 90 90 90 9
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.00 Make Light of Burdens R 3.40 Mithril-coat R 5.00 Mike Light of Burdens R 3.40 Mithril-coat R 5.00 Mithril-coat R 5.00 OElbretth Gitthoniel R 3.90 OElbretth Gitthoniel R 3.90 OElbretth Gitthoniel R 3.90 Secret Sentinels R 3.00 Red Book of Westmarch R 3.60 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Stricken Dumb R 3.40 The Balrog's Sword R 5.00 The Balrog's Sword R 5.00 The Balrog's Sword R 5.00 The Witch-king, Lord of the Nazgül R 9.90 9.00	240 Foil Common card 3.00 3.00 2.30 70 Foil Common card 4.00 4.00 Foil Common card 4.00 4.00 Foil Common card 4.00 Foil Comm	00 80 80 80 80 80 90 90 90 90 90 90 90 90 90 90 90 90 90
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elbereth! Gitthoniel R 3.90 Real Book of Westmarch R 3.90 Real Book of Westmarch R 3.90 Real Book of Westmarch R 3.90 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Sibled of Boromir R 4.20 Sibled of Boromir R 4.20 Mo 3.00 The Balrog, Flame of Uddin The Balrog, Rame of Uddin The Balrog's Sword R 5.00 The Balrog's Sword R 5.00 Too Much Attention R 9.90 Too Much Attention R 3.80 3.00 Too Much Attention R 3.90 Too Much Attention R 3.80 Too Much Attention R 3.00 Too Since R 3.00 Too Much Attention R 3.00 Too Since R 3.00 Too Much Attention R 3.00 Too Since R 4.00 Too Much Attention R 3.00 Too Much Attention R 3.00 Too Much Attention R 3.00 Too Much Attention R 4.00 Too Much Attention R 3.00 Too Much Attention R 4.00	240 Foil Common card 3.00 3.00 2.30 70 Foil Common card 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	00 80 80 80 80 80 80 90 90 90 90 90 90 90 90 90 90 90 90 90
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 1.00 3.00 3.00 3.00 3.00 3.00	00 80 80 80 80 80 90 90 90 90 90 90 90 90 90 90 90 90 90
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Mithril-coat R 4.60 Mo 4.00 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elbereth! Githroniel R 3.90 Real Book of Westmarch R 3.80 Real Book of Westmarch R 3.80 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Sizicken Dumb R 3.40 Sizicken Dumb R 3.40 The Balrog's Sword R 5.00 The Witch-king, Lord of the Nazguil The Witch-king, Lord of the Nazguil Too Much Attention R 9.90 Too Much Attention R 3.80 Uluik Captain R 4.20	240 Foil Common card 3.00 3.00 2.30 70 Poil Common card 4.00 4.00 4.00 8.00 1.00 1.00 8.00 1.00 1.00 8.00 1.00 1	00 80 80 80 80 90 90 90 90 90 90 90 90 90 9
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Mithril-coat R 4.60 Mo 4.00 Make Light of Burdens R 3.40 No Mere Ranger R 3.90 O Elbereth! Githroniel R 3.90 Real Book of Westmarch R 3.80 Real Book of Westmarch R 3.80 Secret Sentinels R 3.90 Secret Sentinels R 3.90 Sizicken Dumb R 3.40 Sizicken Dumb R 3.40 The Balrog's Sword R 5.00 The Witch-king, Lord of the Nazguil The Witch-king, Lord of the Nazguil Too Much Attention R 9.90 Too Much Attention R 3.80 Uluik Captain R 4.20	240 Foil Common card 3.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 1.00 1.00 1.00 1.00 1.00	00 80 80 80 80 90 90 90 90 90 90 90 90 90 9
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 1.00 3.00 3.00 3.00 3.00 3.00	00 80 80 80 80 80 80 80 80 80
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 4.60 4.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 Make Light of Burdens R 3.40 3.00 Momer Ranger R 3.90 3.00 C Elbereth! Gitthoniel R 3.90 3.00 C Elbereth! Gitthoniel R 3.90 3.00 Real Book of Westmarch R 3.80 3.00 Real Book of Westmarch R 3.80 3.00 Real Book of Westmarch R 3.80 3.00 Recate Sentinels R 3.90 3.10 Stricken Dumb R 3.40 3.00 Stricken Dumb R 3.40 3.00 The Balrog, Flame of Udún The Balrog, Flame of Udún The Balrog, Flame of Udún The Witch-king, Lord of the Nazgui The Balrog's Sword R 5.00 4.50 Y The Witch-king, Lord of the Nazgui The Witch-king, Lord of the Nazgui Ulairë Nelya, Ringwraith in Twilight Ulaire Nelya, Ringwraith in Twilight R 5.00 5.00 Unuk Captain R 5.00 5.00 Unuk Area Welwiling Fore of Westgata	240 Foil Common card 3.00 3.00 2.30 70 100 moments of 100 100 0.00 3.00 3.00 2.30 70 100 100 0.00 3.00 3.00 3.00 3.00 3.00	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 3.00 Lurtz's Sword R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Mo Mere Ranger R 3.90 Jómsmid, Merchant from Dale Lurtz's Sword R 3.00 Mo Mere Ranger R 3.90 Mo Mere Ranger R 3.90 Jómsmid R 3.90	240 Foil Common card 3.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 3.30 Huge Tentade R 4.40 3.80 V Jámsmid, Merchant from Dale R 3.20 Lurtz's Sword R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Mo Mere Ranger R 3.90 3.00 C Elbereth! Gilthoniel! R 3.90 3.00 C Elbereth! Gilthoniel! R 3.90 3.00 C Elbereth! Gilthoniel! R 3.90 3.00 Relam of Owarrowdel R 3.60 3.00 Relam of Owarrowdel R 3.60 3.00 Release the Angry Flood R 3.20 Secret Sentinels R 3.90 3.00 Selease the Angry Flood R 3.20 Secret Sentinels R 3.90 3.00 The Balrog's Sword R 3.00 The Balrog's Sword R 5.00 4.50 V The Witch-king, Lord of the Nazgūl The Balrog's Sword R 5.00 The Witch-king, Lord of the Nazgūl The Witch-king, Lord of the Nazgūl Too Much Attention R 3.80 3.00 Tower Assassin R 4.00 3.10 Uruk Captain R 5.00 5.00 Uruk Captain R 5.00 5.00 Watcher in the Water, Keeper of Westgate R 5.00 What Are We Waiting For? R 3.40 3.00 Whitp of Many Thongs R 4.20 4.00 Wraith-world R 3.90 3.10 Wing of Many Thongs R 4.20 4.00 Wraith-world R 3.90 3.10	240 Foil Common card 3.00 3.00 2.30 70 100 500 500 500 500 500 500 500 500 50	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 3.00 Lurtz's Sword R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Make Light of Burden R 3.00 Mo Mere Ranger R 3.90 Jómsmid, Merchant from Dale Lurtz's Sword R 3.00 Mo Mere Ranger R 3.90 Mo Mere Ranger R 3.90 Jómsmid R 3.90	240 Foil Common card 3.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70.00 5.00 1.00 1.00 1.00 1.00 1.00 1.00	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 3.00 Glóin, Friend to Thorin R 4.00 3.50 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 3.20 3.00 Lurtz's Sword R 3.20 3.00 Lurtz's Sword R 3.20 3.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 4.30 4.00 Make Light of Burdens R 3.40 3.00 Mithril-coat R 5.00 4.30 4.00 No Mere Ranger R 3.90 3.00 O'c-bane R 3.00 3.00 O'c-bane R 4.20 3.90 Cre-bane R 4.20 3.90 Cre-bane R 4.00 3.00 Secret Sentinels R 3.00 3.00 Stricken Dumb R 3.00 3.00 The Balrog's Sword R 5.00 The Balrog's Sword R 5.00 The Witch-king, Lord of the Nazgui The Witch-king, Lord of the Nazgui The Witch-king, Lord of the Nazgui Thower Assassin R 4.00 3.10 Ulairé Nelya, Ringwraith in Twillight Uruk Captain R 4.20 4.00 Varily I Come R 3.50 3.00 Watcher in the Water, Keeper of Westpate R 5.20 5.00 What Are We Waiting For? R 3.40 3.00 Wraith-world R 3.90 3.00 Wraith-world R 3.90 3.00 R 8.30 3.00 Wraith-world R 3.90 3.00 R 8.30 3.00 Wraith-world R 3.50 3.00 Wraith-world R 3.50 3.00 Wraith-world R 3.50 3.00 R 8.30 3.00 Wraith-world R 3.50 3.00 R 8.30 3.00 Wraith-world R 3.50 3.00 R 8.30 3.00 R 9.00 R 8.30 3.00 R 9.00	240 Foil Common card 3.00 3.00 2.30 7.00 5.00 5.00 2.30 7.00 5.00 5.00 2.30 7.00 7.00 7.00 7.00 7.00 7.00 7.00 7	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale Lurtz's Sword R 3.20 Make Light of Burden R 3.40 Jámsmid, Merchant from Dale R 3.00 Make Light of Burden R 3.40 Jámsmid, Merchant From Dale R 3.00 Ro Mare Ranger R 3.90 Jonebane R 3.00 Clibereth! Gilthoniel! R 3.90 Jonebane R 3.20 Jonebane R 3.20 Jonebane R 3.20 Jonebane R 3.20 Realm of Dwarrowdel R 3.60 Relam of Dwarrowdel R 3.20 Jonebane R 3.20 Jonebane R 4.20 Jonebane R 3.20 Jonebane R 3.	240 Foil Common card 3.00 3.00 2.30 70 100 100 100 0.00 100 100 100 100 100 1	00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70.00 5.00 2.30 70.00 5.00 2.30 70.00 5.00 5.00 2.30 70.00 5.00 5.00 5.00 5.00 5.00 5.00 5.	000 000 000 000 000 000 000 000 000 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 Jámsmid, Merchant from Dale Lurtz's Sword R 3.20 Lurtz's Sword R 3.20 Glóin Rei Ranger R 3.00 Glóin R 4.00 Glóin R 4	240 Foil Common card 3.00 3.00 2.30 70.00 3.00 3.00 3.00 3.00 3.00 3.00	000 000 000 000 000 000 000 000 000 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 Glóin, Friend to Thorin R 4.00 Glóin, Friend to Thorin R 4.00 His Terrible Servants R 3.90 Jámsmid, Merchant from Dale R 3.00 Lurtz's Sword R 3.00 Make Light of Burden R 3.00 No Mere Ranger R 3.90 No No Mere R 3.90 No No No No Mere R 3.90 No No No Mere R 3.90 No No No Mere R 3.90 No No Mere R 3.90 No N	240 Foil Common card 3.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 3.00 2.30 70 100 foil Common card 1.00 1.00 1.00 3.00 1.00 1.00 1.00 1.00	000 000 000 000 000 000 000 000 000 00
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 3.00 2.30 70 100 fool Common card 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	000 000 000 000 000 000 000 000 000 00
Gimli, Dwarf of the Mountain-race X 3.00 Glóin, Friend to Thorin R 4.00 Glóin, Friend to Thorin R 4.00 Glóin, Friend to Thorin R 4.00 S.00 Glóin, Friend to Thorin R 4.00 S.00 Glóin, Friend to Thorin R 4.00 Jámsmid, Merchant from Dale R 3.00 Lurtz's Sword R 4.60 Make Light of Burdens R 3.40 Make Light of Burdens R 3.00 Make Light of Burdens R 3.00 S.00 Make Light of Burdens R 3.00 S.00 Make Light of Burdens R 3.00 No Mere Ranger R 3.90 S.00 Relam of Dwarrowdelf R 3.60 S.00 Relam of Dwarrowdelf R 3.00 Secret Sentinels R 3.90 Sibilid of Boromir R 4.20 Secret Sentinels R 3.00 Relams of Dwarrowdelf R 3.00 Relams Drawer R 3.00 Staff Asunder R 4.00 Staff Asunder R 5.00 Staff Asunder R 5.00 The Witch-king, Lord of the Nazgúl R 9.00 The Witch-king, Lord of the Nazgúl R 9.00 Too Much Attention R 3.80 S.00 The Witch-king, Lord of the Nazgúl R 9.00 Too Much Attention R 3.80 S.00 Toower Assassin R 4.00 Uruk Captain R 5.00 Varily I Come R 3.50 S.00 Watcher in the Water, Keeper of Westqate R 5.00 Wraith-world R 3.00 Wraith-world R 3.00 Wraith-world R 3.00 Wraith-world R 3.00 Realms Set Test Solo 1.00 Realms Starter Display Realms Starter Deck Realms	240 Foll Common card 3.00 3.00 2.30 70 Profil CARBUS RAR UPR MED 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	000 000 000 000 000 000 000 000 000 00
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70 100 moments of 1.00 1.00 3.00 2.30 3.00 2.30 70 100 moments of 1.00 1.00 3.00 2.30 3.00 2.30 3.00 3.00 2.30 3.00 3.0	00 00 00 00 00 00 00 00 00 00 00 00 00
Gimli, Dwarf of the Mountain-race	240 Foil Common card 3.00 3.00 2.30 70 100 more more and 1.00 1.00 3.00 2.30 70 100 100 1.00 1.00 1.00 1.00 1.00 1.	00 00 00 00 00 00 00 00 00 00 00 00 00

Escape	R	3.00	3.00	3.00
Ever My Heart Rises	R	3.00	3.00	3.00
Faramir, Captain of Gond		0.00	0.00	0.00
,	R	7.40	6.50	6.00
Faramir's Bow	R	5.00	4.90	3.40
	R	4.40	4.00	3.30
Final Count	R R	3.60	3.00 ▼	3.00
Firefoot Forbidden Pool	R	3.80	3.00 ▼	3.00
Forests of Ithilien	R	3.00	3.00	3.00
Frodo, Courteous Halfling	R	7.30	6.40 ▼	5.30
Frodo's Cloak	R	7.30 4.40	3.50 ▼	3.00
Gandalf, Greyhame		13.25	8.00 🛦	7.60
Gandalf's Staff, Walking				
Get On and Get Away	R R	5.00 4.00	4.50 ▲ 3.50 ▼	4.00 3.00
Gimli, Lockbearer	R	5.90	5.40 ▼	5.00
Grima, Wormtongue	R	5.80	5.00	4.30
Gríma, Wormtongue Grown Suddenly Tall	R	3.60	3.00 ▼	3.00
Hearken to Me	R	4.00	3.50	3.00
Helm! Helm!	R	3.90	3.40 ▼	3.00
Help in Doubt and Need		4.00	3.50 ▼	3.00
Henneth Annûn Hides	R R	3.00 5.80	3.00 4.40 A	3.00
Hill Chief	R	4.00	4.00	3.30
Hillman Horde	R	4.80	4.00	4.00
Hillman Mob	R	4.80	4.00	4.00
Impatient and Angry Into Dark Tunnels	R	3.80	3.00 ▼	3.00
Into Dark Tunnels	R	3.00	3.00	3.00
Ithilien Wildemess	R	4.00	3.50 ▼	3.00
Killing Field	R R	3.00	3.00	3.00
King's Mail Leechcraft	R	4.00	3.50 ▼	3.00
Legolas, Dauntless Hunt		,	,	
	R	8.00	7.80 🛦	6.40
Lembas	R	4.00	3.50	3.00
Lieutenant of Orthanc	R	4.80	3.50 ▼	3.00
Mauhúr, Patrol Leader Men of Harad	R R	4.90	4.40 ▼	3.30
Merry, Unquenchable Ho		3.00	3.00	3.00
mony, onquentiable fit	R	5.90	5.30 ▲	5.00
My Axe Is Notched	R	3.00	3.00	3.00
New Fear	R	3.90	3.40 ▼	3.00
New Power Rising	R	3.00	3.00	3.00
Night Without End	R	3.00	3.00	3.00
No Dawn for Men	R	3.00	3.00	3.00
No Refuge No Retreat	R R	3.60 4.00	3.00 ▼	3.00
Orthanc Champion	R	4.80	3.50 ▼ 4.00	3.00
Pillage of Rohan	R	3.80	3.00 ▼	3.00
Pippin, Just a Nuisance	R	5.00	4.50 ▼	4.00
Race Across the Mark	R	3.00	3.00	3.00
Ranged Commander	R	3.90	3.40	3.00
Rapid Fire	R	4.80	4.00	3.30
Ravage the Defeated Regiment of Haradrim	R R	3.00	3.00 ▼	3.00
Rest by Blind Night	R	3.00	3.00	3.00
Rest While You Can	R	3.00	3.00	3.00
Restless Axe	R	3.80	3.00 ▼	3.00
Rohan Is Mine	R	3.80	3.00 ▼	3.00
Ruins of Osgiliath	R	3.00	3.00	3.00
Sam, Frodo's Gardener Sam's Pack	R	5.90	5.40 🛦	4.30
Saruman Black Traitor	R	4.00 9.40	3.50 ▼ 7.50 ▼	3.00 6.40
Saruman, Black Traitor Saruman, Rabble-rouser	R	9.40	7.30 ▼	6.30
Saruman's Staff, Wizard	's D			
	R	5.80	5.00	3.50
Shadowfax	R	4.80	4.00	3.30
Simbelmynë	R	4.00	3.50▼	3.00
Southron Archer Southron Assassin	R R	3.80 4.00	3.00 ▼ 3.50 ▼	3.00
Southron Bow	R	4.00	3.50	3.00
Southron Fighter	R	3.00	3.00	3.00
Southron Troop Southron Veterans	R	3.80	3.00 ▼	3.00
Southron Veterans	R	3.00	3.00	3.00
Supplies of the Mark	R	3.00	3.00	3.00
Sword-wall The One Ring, Answer t	R ο ΔΙ	3.80 I Riddle	3.00▼	3.00
o one may, ruswel t	R	7.40	6.50▼	5.30
The Palantír of Orthanc,			eing-sto	ne
	R	4.80	3.50 ▼	3.00
Théoden, Lord of the Ma				
Touches I F	X	5.80	4.00 🛦	
Treebeard, Earthborn	R	7.40	6.00 ▼	4.30
Uglúk, Servant of Sarun	nan R	6.90	5.00 ▼	3.50
Uglúk's Sword	R	4.00	4.00	3.30
Uruk Assault Band	R	3.80	3.00 ▼	3.00
Uruk Follower	R	3.00	3.00	3.00
Uruk Trooper Uruk Vanguard	R	3.80	3.00▼	3.00
Uruk Vanguard	R	4.80	4.00	3.30
Uruk-hai Horde	R	3.80	3.00 ▼	3.00
Valleys of the Mark Vision From Afar	R R	3.00	3.00 3.00 ▼	3.00
Volley Fire	R	3.00	3.00	3.00
Wake of Destruction	R	3.00	3.00	3.00
Weapon Store	R	4.00	3.50▼	3.00
Weapons of Isengard	R	4.00	3.50	3.00
Well Met Indeed What Did You Discover	R	4.00	3.50	
What Did You Discover' Where Has Grima Stow	ed I	3.80	3.00 ▼	3.00
renord rias dillia slow	R	3.80	3.00▼	3.00
Wild Man Raid	R	3.80	3.00▼	3.00
Windows in a Stone Wal		3.00	3.00	3.00
Wounded	R	4.00	4.00	3.30
Wrath of Harad	R	3.80	3.00 ▼	3.00
Wulf, Dunlending Chief	ain R	4.90	4.30▼	4.00

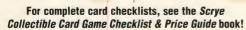
Alt= alternate image; P CARD NAME	RAR	UPR	MED	LOW
Aragorn, Ranger of the	North Alt	8.00	8.00	6.00
Balin's Tomb	Alt	5.00	3.00	2.50
Bill the Pony	Pv	4.00	3.00	3.00
Book of Mazarbul	PV	3.00	3.00	2.50
Council Courtyard Éowyn, Lady of Rohan	Alt Alt/Pv	3.00 8.50	3.00 6.00	5.00
Faramir, Son of Deneth	or			
	Alt/Pv Pv		7.00	5.40 2.50
Fireworks Galadriel's Glade	Alt	3.00	3.00	2.00
Gimli, Son of Glóin	Alt	7.00	6.00	5.00
Horn of Boromir	Pv Alt	4.00	3.00 7.00	3.00 6.00
Legolas, Greenleaf Legolas, Son of Thran		8.50	7.00	0.00
	Alt/Pv		7.00	5.00
Phial of Galadriel Saruman, Servant of the	PV no Evo	4.00	3.00	2.90
Saruman, Servant or u	Pv	5.00	4.50	3.50
The Balrog, Durin's Bar		5.50	4.00	3.20
The Prancing Pony OVERSIZED PROMOS	Alt	3.50 UPR	3.00 MED	2.90 LOW
Arwen, Elven Rider		8.60	7.50	4.80
Frodo, Reluctant Adve Gimli, Dwarf of the Mo	nturer	8.60	6.50	4.80
GHIIII, DWAIT OF LIFE IVIC	untan	10.00	8.50	4.80
Hand of Sauron		8.60	6.50	4.80
Lurtz, Servant of Iseng	jard	8.60 8.60	6.50	5.00 4.80
Sam, Proper Poet The Witch-king, Lord	of the		6.50	4.00
., ==10		8.60	7.50	5.00
	-	9		
	A	II.		
NA	TK	M.		
0		L 700		
LIMITE	n Jeno	داسوه		
Magi-Nation Set		15 00 2	205.00 1	95.00
Starter Box		88.25	86.50 ▲	81.00
Booster Box		98.75	87.50 ▲	
Starter Deck Booster Pack		10.00	9.50 2.80	8.70 2.50
Rare card		3.00	3.00	3.00
Uncommon card		0.90	0.80	0.60
Common card CARD NAME	RAR	0.25 UPR	0.25 MED	0.20 LOW
Ayebaw	R2	3.50	3.50	3.00
Balamant	R2	3.50	3.50	3.00
Darah				0.00
Barak	R1	4.00	3.50	3.00
Barak Cave Hyren Cave In	R1 R2 R1	4.00 3.50 4.00	3.50 4.00 ▲	3.00 3.00
Barak Cave Hyren Cave In Coral Hyren	R1 R2 R1 R2	4.00 3.50 4.00 3.50	3.50 4.00 ▲ 3.50	3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp	R1 R2 R1 R2 R2	4.00 3.50 4.00 3.50 3.50	3.50 4.00 A 3.50 3.50	3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse	R1 R2 R1 R2 R2 R2 R2	4.00 3.50 4.00 3.50 3.50 3.50 3.50	3.50 4.00 A 3.50 3.50 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band	R1 R2 R1 R2 R2 R2 R2 R2	4.00 3.50 4.00 3.50 3.50 3.50 3.50 4.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse	R1 R2 R1 R2 R2 R2 R2	4.00 3.50 4.00 3.50 3.50 3.50 3.50	3.50 4.00 A 3.50 3.50 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy	R1 R2 R1 R2 R2 R2 R2 R2 R2 R2 R1 R2	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 4.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R2 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 4.00 5.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 4.00 5.00 5.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jael Jael Jael	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 5.00 4.00 5.00 4.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00 4.00 A	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magama Hyren	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 4.00 4.00 4.00 5.00 4.00 4.00 4.00	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Gant Heat Lens Jaela Magam Magma Hyren Mobis Motash	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 5.00 4.00 4.00 4.00 4.00 4	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00 A 4.00 A 4.00 A	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathin Heat Lens Jaela Magam Magam Magma Hyren Mobis Motash's Staff	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 5.00 4.00 5.00 4.00 4.00 5.00 4.00 3.50 4.00 3.50	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00 A 4.00 A 3.50 4.00 A	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Gant Heat Lens Jaela Magam Magma Hyren Mobis Motash	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 5.00 4.00 4.00 4.00 4.00 4	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00 A 4.00 A 3.50 4.00 A 3.50 4.00 A 3.50 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magam Motash Hyren Mobis Motash's Staff Nimbulo O'Qua	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.50 4.00 A 3.50 3.50 3.50 3.50 3.50 4.00 A 4.00 A 4.00 A 3.50 4.00 A 4.00 A 4.00 A 4.00 A	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Mimbulo O'Qua Ora	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R1 R2 R2 R1 R2 R2 R2 R3 R3 R3 R3 R3 R3 R4 R5 R5 R5 R5 R5 R5 R5 R5 R5 R5 R5 R5 R5	4.00 3.50 4.00 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.30 6.05 4.00 4.30 4.30 4.30 4.50 4.00	3.50 4.00 \$\text{\ti}\text{\texit{\text{\tett{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\tet{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\te	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magam Motash Hyren Mobis Motash's Staff Nimbulo O'Qua	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 5.00 4.00 5.00 4.00	3.50 4.00 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magam Hyren Mobis Motash's Staff Nimbulo O'Oua Ora Orathan Ormagon Orwin	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 5.00 4.00	3.50 4.00 \(\) 3.50 3.50 3.50 3.50 3.50 3.50 4.00 \(\) 4.00 \(\) 3.50 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 3.50 4.00 \(\) 4.00 \(\) 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Orathan Ormagon Orothean Gloves Orothean Platheus	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R1 R2 R1 R1 R1 R1 R2 R1 R1 R1 R1 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 4.00	3.50 4.00 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magam Hyren Mobis Motash's Staff Nimbulo O'Oua Ora Orathan Ormagon Orwin	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 4.00 5.00 4.00	3.50 4.00 \(\) 3.50 3.50 3.50 3.50 3.50 3.50 4.00 \(\) 4.00 \(\) 3.50 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 3.50 4.00 \(\) 4.00 \(\) 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua O'rathan O'rmagon Orothean Gloves Orwin Platheus Raxis Sap of Life Scroll of Fire	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R1 R1 R1 R2 R1 R1 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 4.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathlin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Ora Orathan Ormagon Orothean Gloves Onwin Platheus Raxis Sap of Life Scrol of Fire Stagadan	R1 R2 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R1 R1 R1 R1 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.30 4.00 4.00 4.00 4.00	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 Å 3.50 4.00 Å 3.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua O'rathan O'rmagon Orothean Gloves Orwin Platheus Raxis Sap of Life Scroll of Fire	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R1 R2 R1 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.30 4.30 4.3	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magam Hyren Mobis Motash's Staff Nimbulo O'Oua Ora Orathan Ormagon Orothean Gloves Onwin Platheus Raxis Sap of Life Scroll of Fire Scroll of Fire Scral diffe Scroll of Fire Stagadan Thunderquake Typhoon Vaal	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R2 R1 R2 R2 R1 R1 R1 R2 R1 R1 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 4.00 3.50 4.00 5.00 4.00 4.00 4.30 4.30 4.30 4.30 4.30 4	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 3.50 4.00 4.00 3.50 4.00 3.50 4.00 4.00 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 5.00 5	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclore Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magam Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Ora Orathan Orrothean Gloves Orwin Platheus Raxis Sap of Life Stagadan Thunderquake Typhoon	R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R1 R2 R1 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 3.50 4.00 4.00 4.00 3.50 4.00 4.00 3.50 4.00 3.50 4.00 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.50 4.00 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50 3.50 4.00 3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathin Heat Lens Jaela Magam Hyren Mobis Motash's Staff Nimbulo O'Cua Ora Orathan Ormagon Orothean Gloves Orwin Platheus Ravis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vulbor	R1 R2 R1 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.30 4.30 4.30 4.3	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 Å 4.00 Å	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathin Heat Lens Jaela Magam Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Orathan Ormagon Orothean Gloves Onvin Platheus Ravis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vulbor Wence Will of Orothe	R1 R2 R1 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R2 R1 R2 R2 R2 R1 R2 R2 R1 R1 R1 R1 R1 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1	4.00 3.50 4.00 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.30 4.00 4.30 4.50 4.00 4.30 4.50 4.00 4.30 4.50 4.00 4.30 4.50 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.3	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 5.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Orathan Ormagon Orothean Gloves Orothean Gloves Cormin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vallup Vullbor Wence Wence Wence	R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R2 R2 R2 R2 R3 R3 R3 R3 R4	4.00 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.50 V 3.50 V 4.00 Å 4.00 Å 3.50 V 4.00 Å 4.00 Å 3.50 V 4.00 Å 3.50 V 4.00 Å 3.50 V 4.00 Å 4.00 Å 3.50 V 4.00 Å 4.	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathlin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Oua Ora Orathan Orrathan Orrathan Ormagon Orothean Gloves Orwin Platheus Raxis Sap of Life Scrol of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vullbor Wence Will of Orothe	R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R2 R2 R1 R1 R1 R2 R2 R1 R1 R2 R2 R2 R2 R2 R2 R2 R2 R2 R3 R1 R2 R2 R2 R3 R1 R3 R3 R4	4.00 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.30 4.00 4.30 4.50 4.00 4.30 4.00 4.30 4.00 4.30 4.00 4.30 4.00	3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Mimbulo O'Qua Ora Orathan Ormagon Orrothean Gloves Onwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vulbor Wence Will of Orothe AWAKASI Awakening Set Starte Box Booster Box	R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R3 R2 R2 R1 R1 R2 R2 R2 R1 R3 R3 R3 R1 R1 R3	4.00 3.50 4.00 3.50 3.50 3.50 3.50 4.00	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 4.00 Å 4.00 Å 4.	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magam Magam Hyren Mobis Motash Motash's Staff Nimbulo O'Oua Ora Orathan Ormagon Orothean Gloves Onwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vallup Vullbor Wence Will of Orothe AWAKEN Awakening Set Starter Box Booster Box Starter Deck	R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R3 R2 R2 R1 R1 R2 R2 R2 R1 R3 R3 R3 R1 R1 R3	4.00 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.30 4.00 4.30 4.50	3.50	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magam Hyren Mobis Motash Staff Nimbulo O'Oua Ora Orathan Ormagon Orothean Gloves Orwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vallup Vullbor Wence Will of Orothe AWAKEN Awakening Set Starter Box Booster Box Sooster Box Sooster Pack	R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R3 R2 R2 R1 R1 R2 R2 R2 R1 R3 R3 R3 R1 R1 R3	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 5.00 4.00 5.00 4.00 8.50 4.00 8.50	3.50 4.00 Å 3.50 3.50 3.50 3.50 3.50 3.50 4.00 Å 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 4.00 Å 3.50 4.00 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 3.50 Å 4.00 Å 4.00 Å 4.00 Å 3.50 Å 4.00 Å 4.00 Å 4.00 Å 3.50 Å 4.00 Å 4.00 Å 4.00 Å 3.50 Å 4.00 Å	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave IHyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathin Heat Lens Jaela Magam Hyren Mobis Motash Motash's Staff Nimbulo O'Qua Ora Orathan Ormagon Orothean Gloves Orwin Platheus Ravis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vulbor Wence Will of Orothe Awakening Set Starter Box Booster Box Starter Deck Booster Pack Rare card Uncommon card	R1 R2 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R1 R1 R1 R1 R1 R2 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R2 R2 R1 R2 R2 R2 R1 R1 R2 R2 R2 R1 R3 R2 R2 R1 R1 R2 R2 R2 R1 R3 R3 R3 R1 R1 R3	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 5.00 5.00 4.00 5.00	3.50 4.00 A 3.50 4.00 A 4.00 A 3.50 4.00 A 3.50 4.00 A 3.50 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 3.50 4.00 A 4.00 A 4.00 A 3.50 4.00 A 4.00 A 3.50 6.00 B 3.50 6.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Mimbulo O'Qua Ora Orathan Ormagon Orrothean Gloves Orwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vullbor Wence Will of Orothe AWAKEN Awakening Set Starter Box Booster Box Starter Deck Rooster Pack Rare card Uncommon card Common card	R1 R2 R2 R2 R2 R1 R1 R1 R1 R2 R2 R2 R1 R2 R2 R2 R1 R3	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 6.00	3.50 V 3.50 V 4.00 A 4.	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathlin Heat Lens Jaela Magam Magam Hyren Mobis Motash's Staff Nimbulo O'Oua Ora Orathan Ormagon Orothean Gloves Orwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vall Vall Vall Vall Vall Vall Val	R1 R2 R1 R2 R2 R2 R1 R2 R2 R2 R2 R1 R2 R2 R2 R1 R2 R2 R2 R3 R2 R3 R4	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	3.50 4.00 A 3.50 V 3.50 V 4.00 A 4.00 A 3.50 V 4.00 A 4.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash Staff Nimbulo Ora Ora Orathan Ormagon Orathan Ormagon Orothean Gloves O	R1 R2 R1 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R2	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00	3.50 4.00 Å 7.50 4.00 Å 3.50 4.00 Å 3.00 Å	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave Hyren Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Glant Parathin Heat Lens Jaela Magam Magama Hyren Mobis Motash's Staff Nimbulo O'Cua Ora Orathan Orrumagon Orothean Gloves Onwin Platheus Raxis Sap of Life Scrol of Fire Stagadan Thunderquake Typhoon Vaal Vallup Vulbor Wence Will of Orothe AWANEN Awakening Set Starter Box Booster Box Starter Deck Booster Pack Rare card Uncommon card Common card Co	R1 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R1 R2 R1 R2 R2 R2 R1 R1 R1 R1 R1 R2 R1 R1 R2 R2 R2 R2 R2 R2 R1 R1 R2 R2 R2 R2 R2 R2 R1 R1 R2 R2 R2 R2 R2 R2 R3 R1 R1 R2 R2 R2 R2 R3 R3 R3 R3 R4	4.00 3.50 3.50 3.50 3.50 3.50 3.50 4.00 3.50 4.00 4.00 4.00 4.00 4.00 4.30 3.50 4.00 4.30 4.50 4.00 4.30 3.50 4.00 4.30 4.50 4.00 4.30 3.50 4.00 4.30 4.50 4.00 4.30 3.50 3.50 4.00 4.30 4.50 4.00 4.50 5.00 4.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	3.50 \ 4.00 \ 3.50 \ 3.50 \ 4.00 \ 4.	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash Staff Nimbulo Ora Ora Orathan Ormagon Orathan Ormagon Orothean Gloves O	R1 R2 R1 R2 R2 R2 R1 R1 R1 R1 R1 R1 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R2	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00	3.50 4.00 Å 7.50 4.00 Å 3.50 4.00 Å 3.00 Å	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Barak Cave Hyren Cave In Coral Hyren Cyclone Vashp Deep Hyren Eclipse Energy Band Entangle Flame Control Flood of Energy Giant Parathin Heat Lens Jaela Magam Magma Hyren Mobis Motash's Staff Nimbulo O'Qua Ora Orathan Ormagon Orothean Gloves Onwin Platheus Raxis Sap of Life Scroll of Fire Stagadan Thunderquake Typhoon Vaal Vellup Vulbor Wence Will of Orothe Awakening Set Starte Box Booster Box Starter Deck Booster Box Starter Deck Romormon card CARD NAME Aboyn's Quill Borse Bronk Core Hyren	R1 R2 R1 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R1 R2 R2 R2 R2 R2 R1 R1 R1 R1 R1 R1 R2 R1 R2 R2 R2 R2 R2 R2 R2 R2 R3 R3 R4	4.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.30 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.5	3.50 4.00 Å 3.50 4	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00

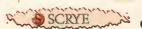
Essence of Naroom	R	5.00	4.00	3.00
Forest Blessing	R	5.00	4.00	3.00
Forest Hyren	R	4.30	3.50	3.00
Gorath	R	5.30	4.00	3.00
Gremm's Hammer	R	5.00	4.00	3.00
Hubdra's Cube	R	6.00	5.00	3.00
Jore	R	5.00	5.00	3.00
Kalius	R	5.00	4.00	3.00
Kora & Zet	R	5.00	4.50	3.00
Orothean Horn	R	4.30	3.50	3.00
Reef Hyren	R	4.30	3.50	3.00
Sorreah	R	4.30	3.50	3.00
	R	5.00	4.00	3.00
Sperri				
Trygar	R	5.30	4.00	3.00
Ugger	R	4.00	3.50	3.00
DREAM'S	cum é	IOS nov	del	
			CC EO	CE 75

Trugar	R	5.30	4.00	3.00
Trygar Ugger	R	4.00	3.50	3.00
-				3.00
DREAM'S	END (185 car	ds)	
Dream's End Set		167.25	166.50 1	65.75
Starter Box		89.75	84.00	76.25
Booster Box		95.00	85.00	74.75
Starter Deck		10.00	9.00	7.90
Booster Pack		3.30	3.10	2.90
Rare card		3.00	3.00	3.00
Uncommon card		1.00	0.90 A	0.60
Common card		0.25	0.20	0.10
CARD NAME	RAF	UPR	MED	LOW
Amanax	R	5.80	3.20	3.00
Chur	R	3.80	3.00	3.00
Cliff Hyren	R	4.00	3.00	3.00
Cragnoc	R	3.40	3.00	3.00
Delia - Keeper	R	3.80	3.00	3.00
Drush (foil only)	U*	17.50		7.00
Elder Weebo	R	3.40	3.00	3.00
Gia's Tome	R	3.50	3.00	3.00
Grej	R	3.40	3.00	3.00
Groll - Watchkeeper	R	4.30	3.00	3.00
Jungle Hyren	R	4.60	3.30	3.00
Kesia	R	3.80	3.00	3.00
Koll	R	3.40	3.00	3.00
Kolte	R	3.60	3.00	3.00
Lascinth	R	5.00	3.00	3.00
Marella	R	3.40	3.00	3.00
M'Rika	R	3.60	3.00	3.00
Sorrowing Ogar	R	3.40	3.00	3.00
Spore Vashp	R	3.60	3.00	3.00
Swamp Hyren	R	3.80	3.00	3.00
Targ'n	R	3.80	3.00	3.00
Yerthe	R	5.60	3.80	3.00
Zannah	R	3.40	3.00	3.00
Zaya	R	4.30	3.00	3.00
NIGHTMARE'S	S DAV	VN (222	cards)	
Minhamonda Donos Cod			047.50.7	204.05

Luyu	.,	1.00	0.00	0.00
NIGHTMARE'S				
Nightmare's Dawn Set	2	233.75	217.50 2	201.25
Starter Box			74.50	66.50
Booster Box		80.00	75.00	72.00
Starter Deck		9.00	8.00	8.00
Booster Pack		2.90	2.60	2.50
Rare card		5.50	4.50 ▼	3.00
Uncommon card		1.00	0.80	0.50
Common card		0.25	0.25	0.15
CARD NAME	RAR	UPR	MED	LOW
All-High King Korg	R	7.50	5.50	3.30
Arosa	R	8.30	6.00	3.00
Barak the Red	R	8.30	6.00	3.00
Bazha	R	8.30	6.00	3.00
Blade Hyren	R	9.00	6.50	3.00
Boria	R	8.30	6.00	3.00
Defender of the Sky	R	8.30	6.00	3.00
d'Jarvish	R	6.00	5.00	3.30
Flying Hinko	R	9.00		3.00
Fog Hyren	R	7.50		3.00
Fossik, Ringsmith	R	8.30		3.30
Ice Hyren	R	9.00		3.00
Jungle Hyren	R	9.00	6.50	3.00
Kyg'n	R	8.30	6.00	3.30
Mist Hyren	R	8.30	6.00	3.00
M'lady Iyori	R	7.50	5.50	3.30
Rockslide Hyren	R	9.00	6.50	3.00
Salafy	R	7.50	5.50	3.30
Scyalla	R	8.30	6.00	3.30
Swamp Hyren	R	9.00	6.50	3.00
Tar Hyren	R	8.30	6.00	3.00
Togoth	R	8.30	6.00	3.30
Tropical Hyren	R	8.30	6.00	3.00
Tryn Flame-Saver	R	7.50	5.50	3.30
Weed Hyren	R	8.30	6.00	3.00







Magi-Nation/Medabots/Star Trek





SPECIAL SETS & PROM	OS .	
CARD NAME SRC UPR	MED	LOW
Atekkia's Gift Animite 4.00	4.00	3.50
Bythan's Gift Animite 4.00	3.50	2.80
Chayla Animite 4.30	3.50	2.80
Dark Twins Animite 4.50	4.00	3.50
Drush Animite 4.00	3.50	2.70
Eidon Animite 5.60	4.50▲	2.90
Emaal Animite 4.50	4.00	3.50
Furlosk (Bograth) Animite 4.00	4.00	3.50
Furlosk (Naroom) Animite 4.00	4.00	4.00
Gauntlets of Colossal Power		
Animite 3.50	3.00	3.00
Gia Animite 9.30	5.00	4.00
Grakanden Animite 4.00	4.00	3.50
Korg Animite 6.10	5.00	4.30
League Elder League/Animite		
17.00	5.00	5.00
Nightmare's Dawn Animite 4.00	4.00	4.00
Orwin's Ring Animite 4.00	4.00	3.60
Power of the Creators Events 6.00	4.00	4.00
Rabbage Animite 4.00	4.00	3.80
Rayje's Belt Animite 4.40	4.00	3.80
Rayje's Construct Animite 4.50	4.00	4.00
Rayje's Shield Animite 5.60	4.50	3.80
Strag's Ring Animite 4.50	4.00	3.50
Tony at a Con Con 4.90	4.30	3.80
Tony Jones Game Boy/Animite	4.50	4.00
6.00	4.50	4.00
Tuku Grand Magi Council		4.00
7.50	5.50	4.00
Warrior's Boots Animite 4.30	4.00	3.80
Zet Animite 4.80	4.00	3.30

Ptera

Puttycat Rubberobo Gano Seaslug Shrimp-Presser Sky-Cargo Slime-Eel Squidguts Subaru Ugly-Duck

Miracle Machine Phantom Lady Phantom Renegade 1.80 1.80 1.80 4.50 1.80 1.80 1.80 1.80

80.00 2.90 80.00 2.90

0.45 0.45 6.30 0.45 0.45

0.40 0.30

0.40 5.50 0.40 0.40 0.30 4.80

C C MR

2.80

0.30

		a service de	and the same of the last				TAXAB.
ODECHAL	SETS & PROM	140		Bass-Trover	MR 10.00	8.00	6.00
CARD NAME	SRC UPR	MED	LOW	Biligiana	R 3.40	3.30	3.10
Atekkia's Gift	Animite 4.00	4.00	3.50	Black Devil	MR 6.30	5.50	4.80
Bythan's Gift	Animite 4.00	3.50	2.80	Blackbeetle	MR 10.00	8.00	6.00
	Animite 4.00	3.50	2.80	Black-Rover	C 0.45	0.40	0.30
Chayla Dork Turing	Animite 4.50	4.00	3.50	Black-Stag	MR 12.25	9.50	6.80
Dark Twins Drush		3.50	2.70	Centipede	C 0.45	0.40	0.30
Eidon	Animite 4.00	4.50		Child-Sitter	C 0.45	0.40	0.30
	Animite 5.60 Animite 4.50	4.00	3.50	Clow	EC 0.20	0.20	0.15
Emaal			3.50	Cosy-Horse	R 3.40	3.30	3.10
Furlosk (Bograth)	Animite 4.00	4.00		Di-Ghoul	C 0.45	0.40	0.30
Furlosk (Naroom)	Animite 4.00	4.00	4.00	Dol-Dolphin	C 0.45	0.40	0.30
Gauntlets of Colossa		3.00	3.00	Dr. Aki	R 3.40	3.30	3.10
Oi-	Animite 3.50			Dr. Meta-Evil	C 0.45	0.40	0.30
Gia	Animite 9.30	5.00	4.00 3.50	Earth-Brakio	C 0.45	0.40	0.30
Grakanden	Animite 4.00	5.00	4.30	Eisiest2	C 0.45	0.40	0.30
Korg	Animite 6.10	0.00	4.30	Electra	EC 0.20	0.20	0.15
League Elder Le	ague/Animite 17.00	5.00	5.00	Erika	C 0.45	0.40	0.30
Aliabana anala Davon				Food-Witch	C 0.45	0.40	0.30
Nightmare's Dawn	Animite 4.00	4.00	4.00 3.60	Frill-Free	C 0.45	0.40	0.30
Orwin's Ring	Animite 4.00			Garant-Lady	C 0.45	0.40	0.30
Power of the Creator		4.00	4.00	Genius	C 0.45	0.40	0.30
Rabbage	Animite 4.00	4.00	3.80	Gillgirl	C 0.45	0.40	0.30
Rayje's Belt	Animite 4.40	4.00	3.80	Gun-King	MR 6.30	5.50	4.80
Rayje's Construct	Animite 4.50	4.00	4.00	Hachiro	C 0.45	0.40	0.30
Rayje's Shield	Animite 5.60	4.50	3.80	Hairy-Insect	R 3.40	3.30	3.10
Strag's Ring	Animite 4.50	4.00	3.50	Henry	MR 6.30	5.50	4.80
Tony at a Con	Con 4.90	4.30	3.80	High-Giraffe	C 0.45	0.40	0.30
Tony Jones Gan	ne Boy/Animite			Honey-Force	C 0.45	0.40	0.30
	6.00	4.50	4.00	Jackal	C 0.45	0.40	0.30
Tuku Gran	d Magi Council			Kamome	R 3.40	3.30	3.10
	7.50	5.50	4.00	Kantaroth	R 3.40	3.30	3.10
Warrior's Boots	Animite 4.30	4.00	3.80	Karin	C 0.45	0.40	0.30
Zet	Animite 4.80	4.00	3.30	King-Tank	R 3.40	3.30	3.10
				Kirara	EC 0.20	0.20	0.15
				Koji	C 0.45	0.40	0.30
				Kono-Tractor	R 3.40	3.30	3.10
	LICE OF	1		Mabler	C 0.45	0.40	0.30
		4 9		Man-Mammoth	C 0.45	0.40	0.30
				Marche	C 0.45	0.40	0.30
			_	Meda-Plute	R 3.40	3.30	3.10
EC=Extra Common;	MR=Meda-Rare	9		Meda-San	C 0.45	0.40	0.30
CTABYES	DECKS (31 car	del)		Mr. Referee	MR 12.25	9.50	6.80
			77.50	Nervous-Bird	C 0.45	0.40	0.30
Starter Box	82.50		77.50	Not-Touch	C 0.45	0.40	0.30
Starter Deck		11.00	10.50	One-Wheel	C 0.45	0.40	0.30
CARD NAME		MED	LOW	Potato-Insect	C 0.45	0.40	0.30
Attack-Trikeru	X 1.80	1.50	1.30	Rintaro	C 0.45	0.40	0.30
Auto-Cruise	X 1.80	1.50	1.30	Rokusho	C 0.45	0.40	0.30
Change-Cargo	X 1.80	1.50	1.30	Samantha	C 0.45	0.40	0.30
Chrono-Folm	X 1.80	1.50	1.30	Sea-Monster	C 0.45	0.40	0.30
Dash-Raptor	X 1.80	1.50	1.30	Shrimplips	EC 0.20	0.20	0.15
Dura-Horse	X 1.80	1.50	1.30	Sloan	EC 0.20	0.20	0.15
Float-Spinner	X 1.80	1.50	1.30	Soft-Amoeba	C 0.45	0.40	0.30
Fly-Eagle	X 1.80 X 1.80	1.50	1.30	Spyke	C 0.45	0.40	0.30
Fly-Trap	X 1.80	1.50	1.30	Stay-Dryad	C 0.45	0.40	0.30
Gofan	X 1.80	1.50	1.30	Stole-Boat	C 0.45 C 0.45 C 0.45 C 0.45 C 0.45 C 0.45 C 0.45	0.40	0.30
Hamshin	X 1.80	1.50	1.30	Sumilidon	C 0.45	0.40	0.30
Holy-Oracle	X 1.80	1.50	1.30	Topersia	C 0.45	0.40	0.30
Ikki	X 1.80	1.50	1.30	Tundle	C 0.45	0.40	0.30
Kai	X 1.80	1.50	1.30	Victor	C 0.45	0.40	0.30
Lon-Gun	X 1.80	1.50	1.30	Warbandit	C 0.45 C 0.45	0.40	0.30
Metabee	XF 4.50	4.00	3.50	Water-Beat	B 3.40	3.30	3.10
Miracle Machine	X 1.80	1.50	1.30	Wire-Alien	MR 6.30	5.50	4.80

e-Alien	MR	6.30	5.50	4.8
CUSTOMIZE	ia IBLE C		EANE.	

PREMIERE	(363 card	ls)	
Limited Complete Set	459.00	422.75	386.25
Limited Starter Box	147.25	145.75	125.25
Limited Booster Box	202.00	200.00	147.50
Limited Starter Deck	13.00	12.00▲	11.00
Limited Booster Pack	5.40	4.80▲	4.30
Unlimited Complete Set	231.25 2		
Unlimited Starter Box	76.25	62.50	48.75
Unlimited Booster Box	78.75	72.50	66.25
Unlimited Starter Deck	7.00	6.00	
Unlimited Booster Pack	3.00		
Limited Rare card	3.50		3.00
Limited Uncommon card		1.00▲	
Limited Common card	0.25	0.20	0.10
Unlim Rare (% of Ltd)	80%	70%	50%
Unlim Uncommon (% of L			60%
Unlim Common (% of Lt	d)100%	100%	100%

I CARD NAME	RAR	UPR	MED	LOW
Alien Groupie	R	3.50	3.50▲	3.00
Ancient Computer	R	3.90	3.50 ▲ 3.30 ▲	3.00
Anti-Time Anomaly	R	4.00	3.50▲	3.00
Armus-Skin of Evil	R	4.00	3.50▲	3.00
Barclay's Protomorpho				
	R	4.50	4.00 ▲	3.50
Betazoid Gift Box	R	5.00	5.00	3.50
B'Etor	R	6.00	3.50▼	3.00
Beverly Crusher	R	10.00	5.00	4.00
Borg Ship	R	5.00	4.00	3.50
Bynars Weapon Enhan	iceme R		2 50 4	2.00
Crosis	R	4.00	3.50 ▲ 3.50 ▲	3.00
Data	R	12.00	6.00	3.50 4.00
Deanna Troi	R	8.00	5.00▲	4.00
Dr. La Forge	R	4.00	3.50▲	3.00
Duras	R	4.00	3.50▼	3.00
Geordi La Forge	R	10.00	6.00	4.00
Gowron	R	5.00	4.00	3.50
Haakona	R	5.00	3.50▲	3.00
Horga'hn	R	5.00	3.50▲	3.00
Hugh	R	5.00	4.00	3.50
I.K.C. Buruk	R	3.60	3.30▲	3.00
Interphase Generator	R	5.00	3.50	3.00
ocum Edo i icara	11	15.00	10.00▲	8.00
Ktarian Game	R	4.00	3.50▲	3.00
Kurlan Naiskos	R	5.00	3.50	3.00
Lore Returns	R	5.00	3.50	3.00
Lore's Fingurnail	R	5.00	3.50	3.00
Lursa Lursa Lursanna Troi	R	6.00	4.00▼	3.50
Lwaxanna Troi Morgan Bateson	R R	5.00 4.00	3.50 A	3.00
Nagilum	R	4.00	3.50 ▲	3.00
Q	R	5.00	4 00 7	3.50
Reginald Barclay	R	4.00	3.50▼	3.00
Richard Galen	R	5.00	3.50▲	3.00
Sarek	R	4.00	3.50▲	3.00
Sela	R	3.90	3.50▲	3.00
Shelby	R	3.90	3.50▲	3.00
Supernova	R	4.00	3.50▼	3.00
Tasha Yar	R	6.00	5.00	4.00
Thomas Riker	R	4.00	4.00	3.50
Thought Maker	R	5.00	4.00	3.50
Time Travel Pod	R	5.00	4.00▼	3.50
Tox Uthat	R	6.00	4.00▼	3.50
U.S.S. Enterprise	R R	10.00	6.00	4.00 3.00
II S S Phoeniy	R	4.00	3.50 v 3.50 v	3.00
U.S.S. Hood U.S.S. Phoenix U.S.S. Yamato	R	5.00	3.50V	3.00
Varon -T Disruptor	R	5.00	3.50▼	3.00
Vulcan Stone of Gol	R	5.00	4.00▼	3.50
Wesley Crusher	R	6.00	4.50	4.00
William T. Riker	R	10.00	7.00▲	4.00
Worf	R	7.00	4.00▲	3.50
ALTERNATE UN	INVERS	SE (199	cardel	
Alternate Universe Set			Hollange	
		40 50 1		36.75
			38.50▼1	
Booster Box		71.50	38.50▼1 63.25▼	61.00
			38.50▼1	
Booster Box Booster Pack Rare card Uncommon card		71.50 3.00 3.00 0.90	38.50¥1 63.25¥ 2.90▲ 3.00 0.60	2.70 3.00 0.50
Booster Box Booster Pack Rare card Uncommon card Common card		71.50 3.00 3.00 0.90 0.25	38.50v1 63.25v 2.90a 3.00	2.70 3.00 0.50 0.10
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME	RAR	71.50 3.00 3.00 0.90 0.25 UPR	38.50V1 63.25V 2.90A 3.00 0.60 0.20	2.70 3.00 0.50 0.10
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME	RAR	71.50 3.00 3.00 0.90 0.25 UPR 5.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A	3.00 0.50 0.10 LOW 3.00
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME Beverty Picard Commander Tomalak	RAR R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A	2.70 3.00 0.50 0.10 LOW 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME Beverly Picard Commander Tomalak Data's Head	RAR R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME Beverly Picard Commander Tomalak Data's Head Future Enterprise	RAR R R R UR	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 4.00	51.00 2.70 3.00 0.50 0.10 1.0W 3.00 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card CARD NAME Beverty Picard Commander Tomalak Data's Head Future Enterprise Governor Worf	RAR R R R UR R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 5.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 5.00A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card CARD MAME Beverly Picard Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal	RAR R R R UR R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 5.00A 4.00A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card Common card CARD MAME Beverly Picard Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute	RAR R R R R UR R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 4.00	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Yar-Alternate	RAR R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 4.00A 4.00A 4.00A 4.00A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Rare card Uncommon card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Lasha Yar-Alternate U.S.S. Enterprise-C	RAR R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.00 8.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 4.00	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Booster Box Booster Pack Rare card Uncommon card COMMON card COMMON card COMMON CARD NAME Beverly Picard COMMON CARD NAME Beverly Picard COMMON CARD NAME GOVERNOY WORT Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C	RAR R R R R R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.00 8.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 5.50A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Rare card Uncommon card Common card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C	RAR R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.00 8.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 5.50A	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Booster Pack Bare card Uncommon card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C Q-Continuum Set Booster Box	RAR R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.70 8.00	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 5.50A	51.00 2.70 3.00 0.50 0.10 1.0W 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3
Booster Box Booster Pack Rare card Uncommon card Common card Commo	RAR R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.50	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00 4.00 4.00 4.00 4.00 5.50A ds) 11.25A1 69.00V 3.00V	51.00 2.70 3.00 0.50 0.10 1.0W 3.00
Booster Box Booster Pack Rare card Uncommon card Common card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C Q-Continuum Set Booster Box Booster Pack Rare card	RAR R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.5	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 4.00A 4.00A 5.00A 4.00A 69.00V 3.00	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Bare card Uncommon card Common card Common card Common card Common card Common card Common card Commonder Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C Q-Continuum Set Booster Box Booster Box Booster Pack Rare card Uncommon card	RAR R R R R R R R R R R R R R R	71.50 3.00 0.90 0.90 0.25 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.5	38.50v1 63.25v 2.90\(\) 3.00 0.60 0.20 MED 4.50\(\) 4.00\(\) 4.00\(\) 4.00 4.00 4.00 4.00 3.00 4.00 3.00 0.90\(\) 3.00 0.90\(\)	51.00 2.70 3.00 0.50 0.10 1.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Rare card Uncommon card Common card Common card Common card Commander Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Futur Tasha Yar-Alternate U.S.S. Enterprise-C Q-Continuum Set Booster Box Booster Pack Rare card Uncommon card Common card	RAR R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.50	38.50V1 63.25V 2.90A 3.00 0.60 0.20 MED 4.50A 4.00A 4.00A 4.00A 5.00A 4.00A 69.00V 3.00	61.00 2.70 3.00 0.50 0.10 1.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Bare card Uncommon card Common card Common card Common card Common card Common card Commonder Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Var-Alternate U.S.S. Enterprise-C ———————————————————————————————————	RAR R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50	38.50v1 63.25v 2.90a 3.00 0.60 0.20 MED 4.50a 4.00 4.00 4.00 4.50a 4.00 4.00 3.00v	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
Booster Box Booster Pack Rare card Uncommon card Common Worf Major Rakal Ressikan Flute Tasha Yar-Alternate U.S.S. Enterprise-C ———————————————————————————————————	RAR R R R R R R R R R R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 5.00 4.50 4.50 4.50 4.50 4.50	38.50v1 63.25v 2.90\(\text{A}\) 0.60 0.20 0.60 0.20 4.50\(\text{A}\) 4.00 4.00 4.00\(\text{A}\) 5.00\(\text{A}\) 4.00\(\text{A}\) 5.00\(\text{A}\) 6.00\(\text{A}\) 6.00\(51.00 2.70 3.00 0.50 0.10 1.0W 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3
Booster Box Booster Pack Bare card Uncommon card Common card Common card Common card Common card Common card Commonder Tomalak Data's Head Future Enterprise Governor Worf Major Rakal Ressikan Flute Tasha Var-Alternate U.S.S. Enterprise-C ———————————————————————————————————	RAR R R R R R R R R R	71.50 3.00 3.00 0.90 0.25 UPR 5.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50	38.50v1 63.25v 2.90a 3.00 0.60 0.20 MED 4.50a 4.00 4.00 4.00 4.50a 4.00 4.00 3.00v	51.00 2.70 3.00 0.50 0.10 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0

G.G.G. Entorprice G		0.00	0.00	0.00
Q-CONTINU	JM (121 car	ds)	
Q-Continuum Set			11.2541	05.75
Booster Box			69.00▼	
Booster Pack		3.90	3.00▼	2.80
Rare card		3.00		3.00
Uncommon card		1.00		0.50
Common card		0.25	0.25	0.10
CARD NAME	RAR	UPR	MED	LOW
Arbiter of Succession	R	4.00	3.00	
Blade of Tkon	R	4.00	3.00	3.00
Doppelganger	R	3.50	3.00	
Galen	R R	6.00	3.50	
I am not a Merry Man! Katherine Pulaski	R	4.00	3.00 3.50	3.00
Keiko O'Brien	R	4.00	3.00	3.00
Lal	R	4.00	3.00	
Madam Guinan	R	5.00	3.00	3.00
Mortal Q	R	4.00	3.00	3.00
Nick Locarno	R	4.00	3.00	
The Sheliak	R	5.00	3.50	
U.S.S. Stargazer	R	6.00	3.00	
				0.00
1ST CONTA				
First Contact Set			36.25▼	
Booster Box			80.00▼	
Booster Pack		3.30	3.00	3.00
Rare card		3.00		3.00
Uncommon card		1.00		0.50
Common card	DAR	0.25	0.25	0.10

Deanna Troi Geordi La Forge Jean-Luc Picard Lily Sloane Phoenix Queen's Borg Cube Queen's Borg Sphere Regenerate Reginald Barclay Solkar U.S.S. Enterprise-E William T. Riker Worf	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	8.00 9.70 14.50 4.40 4.80 5.00 5.00 4.60 4.40 4.00 11.50 10.00 9.90	7.20 A 9.80 A 3.50 V 4.50 V 4.50 V 3.50 V 3.50 V 3.50 V 3.50 V 3.70 A 8.00 A 7.70 A	3.60 3.60 4.00 3.00 3.00 3.30 3.30 3.00 3.90 3.80 3.80
Zefram Cochrane	R	5.60	4.00▼	3.00
DEEP SPACE N		(277 c	on one	
Deep Space 9 Set			69.50 42	
Starter Box Booster Box		88.25	90.00V 80.00A	
Starter Deck		8.90	8.00.8	7.90
Booster Pack		3.40	3.00▲	2.90
Rare card		3.00	3.00	3.00
Uncommon card		1.00	0.90	0.60
Common card		0.25	0.20	0.10
CARD NAME F Aldara	R	UPR 4.80	3.50	3.00
Bareil Antos	R	4.80	3.50	3.00
Baseball	R	4.80	4.00▲	3.30
Benjamin Sisko	R	13.00	6.50▲	3.80
Central Command	R	4.80	3.50	3.00
Chamber of Ministers	R	4.00	3.50	3.00
Danar	R	4.00	3.50	3.00
Deep Space 9/Terek Nor Defiant Dedication Plaque		9.40 4.80	6.30 4.00	3.50 3.30
Dukat	R	8.80	4.80V	3.40
Elim Garak	R	8.30	4.30▲	3.30
Enabran Tain	R	3.90	3.30▲	3.00
Garak Has Some Issues		4.80	3.50 ▲	3.00
HQ: Return Orb to Bajor		4.80	3.50	3.00
Jadzia Dax	R R	12.00	8.00	3.80
Jake and Nog Jaro Essa	R	9.40	6.00 3.50	3.40
Julian Bashir	R	9.50	6.50	3.50
Kai Opaka	R	4.80	3.50	3.00
Kira Nerys	R	9.50	6.50	3.50
Li Nalas	R	4.80	3.50	3.00
Makbar	R	4.00	3.50	3.00
Morka Mysterious Orb	R	4.00	3.50	3.00
Odo	R	9.50	5.50▼	3.00
Orb Fragment	Ř	4.80	4.00	3.30
Plain, Simple Garak	R	8.80	4.50	3.30
Prakesh	R	4.80	3.50	3.00
Saltah'na Clock	R R	4.80	3.50	3.00
Selveth Shakaar Edon	R	4.00	3.50	3.00
Tahna Los	R	4.40	3.50	3.00
Tora Ziyal	R	4.00	3.50	3.00
U.S.S. Defiant	UR	45.00	43.75▲	33.00
U.S.S. Yangtzee Kiang	R	4.00	3.50	3.00

Tora Ziyal	R	4.40	3.50	3.00
U.S.S. Defiant	UR			
U.S.S. Yangtzee Kiang		4.00	3.50	3.00
THE DOMAN	ON C	134 ca	dsi	
Dominion Set	Overliebelle.	92.00		86 25
Booster Box		76.00	72.25	
Booster Pack		3.20		3.00
Rare card		3.00		3.00
Uncommon card		1.00	0.90	0.60
Common card		0.25	,0.20	0.10
CARD NAME	RAR		MED	LOW
10 and 01	R	5.00		
Admiral Riker	UR		22.50▲	
Captain Kirk	UR		27.50▲	
Croden's Key	R	4.80	3.50	3.00
Empok Nor	R	4.80	4.00▲	
Founder Leader	R	4.00	3.50	3.00
Garak	R	6.00	4.00▲	
I.K.C. Rotarran	R	5.00		
Keldon Advanced	R	4.80	3.50	3.00
Kira Founder	R	4.80	3.50	3.00
Martok	R	6.10	5.00	
Martok Founder	R	4.00		3.00
Michael Eddington O'Brien Founder	R	4.80	3.50	3.00
Orb of Prophecy and C			0.00	3.00
OTD OF FTOPHECY and O	R	4.00	3.50	3.00
Seven of Nine	UR			
The Earring of Li Nalas				
U.S.S. Defiant	R	12.00	7.00▼	
U.S.S. Rio Grande	R	4.80	3.50▼	
Weyoun	R	5.80	4.50	3.30

Y (130 cards	+18 foils)
155.00	136.75▲	118.25
87.25	72.50▲	60.75
3.40	3.00▲	2.90
3.00	3.00	3.00
1.00	0.90	0.60
0.25	0.20	0.10
RAR UPR	MED	LOW
VR 5.60	5.00	5.00
UR 24.00	17.75▲	9.80
VR 8.80	5.00▼	5.00
VR 6.60	5.00▼	5.00
VR 6.60	5.00▼	5.00
VR 6.60	5.00▼	5.00
UR 27.75	17.75▲	12.75
VR 8.80	5.00▼	5.00
VR 8.80	5.00▼	5.00
SR 8.50	5.00▼	5.00
	155.00 87.25 3.40 3.00 1.00 0.25 RAR UPR VR 5.60 UR 24.00 VR 6.60 VR 6.60 VR 6.60 VR 8.80 VR 8.80 VR 8.80 VR 8.80	3.00 3.00 1.00 0.90 0.25 0.20 RAR UPP MED VR 5.60 5.00 VR 6.60 5.00 VR 6.60 5.00 VR 6.60 5.00 VR 6.60 5.00 VR 27.75 17.75 VR 8.80 5.00 VR 8.80 5.00 VR 8.80 5.00 VR 8.80 5.00 VR 8.80 5.00 VR 8.80 5.00

Weyoun Worf, Son of Mogh

Locutus' Borg Cube	UR 24	50	19.00▲	12.00
Maximum Firepower		.60	5.00¥	
Odo Founder				
		.50		
Riker Wil	UR 27		17.75	
Sword of Kahless		.30	5.00▼	
U.S.S. Thunderchild		.00	5.00▼	
CARD NAME		IPR		LOW
Ambassador Tomalak		.80		
Borg Cutting Beam		.00	3.50▼	
Chief O'Brien		.00	3.50▼	
Elim	R 6	.60	4.30▼	3.10
Gul Madred	R 4	.80	3.50	3.00
I.K.C. Koraga	R 4	.80	3.50	3.00
I.K.C. Negh'Var	R 4	.80	3.50	3.00
Jadzia Dax	R 10	.25	6.80▲	3.60
Kang	R 5	.00	4.50▲	3.30
Kavok	R 4	.80	3.50	3.00
Koloth	R 5	.00	4.00	3.00
Kor	R 5	.00	4.00	3.00
Locutus' Borg Cube		1.50	6.50	3.50
Miles O'Brien		0.00		
Odo Founder		.00	3.50	3.00
Picard Maneuver		.80	4.00	3.30
Quark Son of Keldar		.30	5.30▲	
Riker Wil		3.50	5.50	3.30
Ro Laren		.30	4.00	3.30
Sword of Kahless		.30	3.50	3.00
The Albino		.80		
U.S.S. Thunderchild		.80		
Worf Son of Mogh		1.00	5.80	
-				0.00
RULES OF ACQU	JISTTION	(130	cards)	
Rules of Acquisition Se	et 122	25 1	13.25A1	04.00

Kraxon VR 6.60 5.00▼ 5.00 La Forge Impersonator SR 7.50 5.00▼ 5.00

NULEO UT AUQUI	2011	∪त (धवा	i carus)	
Rules of Acquisition Set Booster Box Booster Pack			13.25▲1 73.25▼ 3.00	
Rare card		3.00	3.00	3.00
Uncommon card Common card		0.90	0.80	0.60
	RAR		MED MED	LOW
Brunt	R	4.00		
Grand Nagus Gint	R	3.90	3.30▲	
Grand Nagus Zek	R	6.00	4.80▲	
Kasidy Yates	R	5.00	4.30▲	
Leeta Maihar'du	R R	5.50	4.80▲ 3.50	3.40
Margh	R	4.80	3.50	3.00
Morn	R	4.80	3.50	3.00
Nog	R	5.90	4.60	3.10
Orb of Wisdom	R	4.80	3.80▲	3.10
Phased Cloaking Device		5.20	3.50	3.00
Quark Quark's Bar	R R	6.20 4.80	5.50A 4.00A	
Quark's Isolinear Rods	R	4.00	4.004	3.30
Rom	R	5.50	4.30	3.10
Scepter of the Grand Na				0110
-	R	4.00	4.00▲	3.30
Starry Night	R	5.20	3.50	3.00
U.S.S. Sao Paulo	R	5.00	4.00	3.00
Writ of Accountability	R	4.80	3.50▲	3.00

TROUBLE WITH TRI	BBLES (1	41 cards)
Tribbles Set	201.50	184.50▲	167.25
Starter Box	101.25		
Booster Box		75.00▼	
Starter Deck	9.10		7.10
Booster Pack	4.00		2.50
Rare-Plus card	5.90		
Rare card	3.00		
Uncommon card	0.90		
Common card	0.25	0.20	0.10
CARD NAME R		MED	LOW
1,000 Tribbles (bonus) R		3.30	
1,000 Tribbles (discard) R		3.30	
1,000 Tribbles (rescue) R		3.30	
10,000 Tribbles (go) R		5.004	
10,000 Tribbles (poison)F		5.004	
10,000 Tribbles (rescue)F			
100,000 Tribbles (clone)F		5.904	4.30
100,000 Tribbles (discard			
	+ 6.80	5.604	4.30
100,000 Tribbles (rescue)			
	6.80	5 60	1 30

400 000 T-1-H-1 (0.00	0.002	1.00
100,000 Tribbles (rescu		0.00	F 00.	4.00
	R+	6.80	5.60▲	4.30
Arne Darvin	R+	6.90		4.30
Barry Waddle	R+	6.90	5.00▲	4.30
Breen Warship	R	5.90	3.50	3.00
Captain Kirk		14.25		6.50
Captain Koloth	Χ	4.50	2.50▼	1.60
Deep Space Station K-7	7 R	7.10	5.00▲	3.30
Dominion Battleship	R	5.00	4.00	3.00
Dr. McCoy	UR	67.50	49.00▲	28.25
Ensign Chekov	R+	9.50	8.004	5.00
Ensign O'Brien	R+	9.50	8.004	5.00
Kira	R+	9.00	8.004	5.00
Lt. Bailey	R+	6.90	4.80▲	4.10
Lt. Bashir	R+			
Lt. Dax	R+			
Lt. Sisko	X	4.50		
Lt. Sulu	R+		8.004	5.00
Lt. Uhura	R+	9.50	8.004	
Lumba	R+	7.30	5.30	
Mr. Scott			9.00	
		11.50		5.00
Mr. Spock	R+	14.25	10.00▲	5.40
Odo	R+	9.50	8.00▲	5.00
Starship Enterprise		15.00	11.504	6.10
Third of Five	R+	7.80	5.50▲	3.30
Weyoun's Warship	R	4.00	3.50	3.00
Worf	R+	11.00	8.00▲	5.80

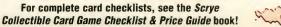


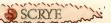
Ambiguous 2

Anemone Arcbeetle

Ban-Chu Basart

Booster Box (36 packs) Booster Pack (5 cards)





3.30

3.00

3.80

3.90

4.00 4.40 3.50 3.50 3.00

7.70 12.00 5.70 7.80 V 3.40 3.60

10.00

R R R

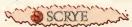
Admiral Haves

Beverly Crusher

Borg Queen

Alas, Poor Queen Antique Machine Gun

REFLECTIONS (100 toil cards)	Security Chief Garak R+ 5.00 5.00 4.00 Security Chief Sulu R+ 5.00 5.00 4.00	Chancellor Gowron R+ 5.60 4.00 4.00 Crell Moset R+ 5.20 4.00 3.50	B'Etor, Sister of Duras R 6.00 4.70 3.30 Beverly Crusher, Chief Medical Officer	Nightmare En1st 5.00 3.00 3.00 Population 9 Billion - All Borg
Reflections Foil Set 466.75 428.00 389.00 Booster Box 171.75 156.50 15.75 Booster Pack 4.30 3.80 3.40	Smiley R+ 5.00 5.00 4.00 The Intendant R+ 6.00 5.00 4.00	Dixon Hill UR 55.00 33.50 18.00 Dr. Noah R+ 6.20 4.00 4.00	R 6.00 5.00 3.80 Data, Aspirer R 6.30 5.50 4.60	En1st 5.70 4.00 3.00 Service The Collective En1st 5.00 3.00 3.00
Ultra-Rare card 52.50 30.00▼ 18.00 Super-Rare card 7.50 5.00▼ 4.00	Thomas Paris R 4.00 4.00 ▲ 3.00 Weyoun of Borg R+ 5.00 4.00 4.00	Duchamps R+ 5.70 4.00 4.00 Durango R+ 5.30 4.00 4.00 Edward Jellico R+ 5.00 4.00 3.50	Deanna Troi, Guide and Conscience R 6.00 5.00 3.80 Dukat, Military Advisor R 4.50 3.70 3.30	Sphere Encounter En1st 3.40 3.00 3.00 Tomalak Of Borg En1st 4.50 3.40 3.00
CARD NAME RAR UPR MED LOW Barclay's Protomorphosis Disease	VOYAGER (218 cards) Voyager Set 279.75 253.25 226.50 Starter Box 93.75 87.50 81.25	Ezri Dax R+ 6.20 5.00 4.00 Falcon R+ 6.70 4.00 3.50 Frank Hollander R+ 5.80 4.00 3.50	Duras, Son of a Traitor R 4.50 3.70 3.30 Elim Garak, Agent of the Obsidian Order R 5.30 4.20 3.30	We Are The Borg
SRF 7.50 5.50 4.30 Benjamin Sisko SRF 13.75 9.00 8.00 Betazoid Gift Box VRF 6.20 4.00 3.30	Starter Deck 9.90 8.50▼ 8.00 Booster Box 80.75 74.00▼ 69.50 Booster Pack 3.70 3.00▼ 2.80	Iden	Geordi La Forge, Chief Engineer R 5.90 4.80 3.80	Anaphasic Organism & Nagilum EnPre 4.00 3.00 ▲ 2.00
B'Etor SRF 7.90 6.30 ▲ 4.30 Beverly Crusher SRF 9.50 8.00 5.80 Beverly Picard SRF 9.50 6.50 ▲ 5.00	Rare card 3.00 3.00 3.00 Uncommon card 1.00 0.50 0.50	Kejal R+ 5.50 4.00▼ 3.50 Kejal R+ 4.50 4.00 3.50	I.K.S. Hegh'ta R 4.30 3.70 3.30 I.K.S. Maht-H'a R 4.30 3.70 3.30 I.K.S. Rotarran, Ship of Tears	Ancient Computer & Microvirus EnPre 4.00 3.00 2.00 Beverly and Will EnPre 6.00 4.50 3.00
Borg Queen URF 47.00 30.00 18.00 Borg Ship SRF 9.50 8.00 5.00	Common card 0.25 0.25 0.10 Fixed card 1.10 1.00 1.00 CARD NAME RAR UPR MED LOW	Leonardo da Vinci R 6.30 4.00 3.00 Lewis Zimmerman R+ 6.40 4.00 4.00 Mr. Garak R+ 6.80 4.00 4.00	R 4.30 3.70 3.30 Jadzia Dax, Science Officer R 6.30 5.40 4.40	Computer Weapon & Hyper-Aging EnPre 4.00 3.00 ≥ 2.00 Covert Installation II EnPre 4.00 3.00 ≥ 2.00
Bynars Weapon Enhancement SRF 7.50	B'Elanna Torres R 8.00 7.00 ▲ 3.00 B'Elanna Torres R 10.00 4.00 ▼ 3.00 Chakotay R 8.00 6.00 ▲ 3.50	Olarra R+ 5.90 4.00▼ 3.50 Olarra R+ 5.40 4.00 3.50 Praetor Neral R+ 6.30 4.00 3.50	Jean-Luc Picard, Argo Pilot R 9.20 7.30 6.50	Data and Geordi EnPre 6.00 5.50 ▲ 4.30 Data and Picard EnPre 6.40 5.50 ▲ 3.50 Excavation II EnPre 3.00 3.00 ▲ 2.00
Damar VRF 5.90 4.00 3.30 Data SRF 13.75 9.00 ▼ 7.30 Data's Head SRF 7.50 5.50 ▼ 4.30	Chakotay R 12.00 4.00 3.50 Delta Flyer R 6.00 5.00 ▲ 3.50 Harry Kim R 8.00 4.50 ▲ 3.00	Professor Honey Bare R+ 5.90 5.00 4.00 Professor Moriarty R+ 6.80 4.00▼ 4.00 Secret Agent Julian Bashir	Jean-Luc Picard, Explorer X 2.50 1.40 0.70 Jo'Bril, Patient Schemer R 4.20 4.00 3.80 Joret Dal, Patriotic Visionary	Explore Black Cluster II EnPre 3.00 3.00 2.00 Explore Typhon Expanse II
Deanna Troi SRF 9.50 8.00 5.00 Decius VRF 6.30 4.00▼ 4.00 Dukat SRF 7.90 6.30 ▲ 4.30	Kathryn Janeway R 12.00 6.50 ▲ 4.00 Kes R 6.00 3.50 ▼ 3.00	R+ 7.60 5.00 4.50 Sheriff Worf R+ 6.30 5.00 4.50	R 4.20 4.00 3.80 Julian Bashir, "Frontier" Physician R 6.40 5.80 4.90	EnPre 3.00 3.00 2.00 Female's Love Interest & Garbage Scow EnPre 3.00 3.00 2.00
Elim Garak SRF 9.50 6.50	Lon Suder R 8.00 5.00	Sherlock Holmes R+ 5.90 5.00 4.00 Sigmund Freud R 4.00 4.00 3.00 The E.C.H. R+ 7.80 4.00 3.50	Kang, Honored Warrior R 4.30 3.70 3.30 Kathryn Janeway, Wry Admiral R 7.70 6.80 5.90	Investigate Anomaly II EnPre 3.00 3.00 2.00 Investigate Sighting II EnPre 3.00 3.00 2.00 Jean Luc and Beverly EnPre 7.20 6.30 3.80
Galen SRF 7.90 7.00 ▲ 5.40 Garak VRF 7.30 4.50 ▼ 4.00	Neelix R 6.00 4.50 ▲ 3.50 Neelix R 10.00 7.00 ▲ 3.50 Rudolph Ransom R 5.00 5.00 ▲ 3.00	The President of Earth R 4.50 4.00 3.00 Vic Fontaine R+ 6.30 4.00 3.50 Weiss R+ 5.90 4.00 3.50	Kevin Uxbridge R 4.30 3.70 3.30 Kira Nerys, Colonel Kira R 5.30 4.20 3.30 Kurn, Squadron Commander	Male's Love Interest & Plague Ship
Governor Worf SRF 9.50 7.30 ▲ 4.60 Gowron SRF 7.90 6.30 ▲ 4.30	Seska R 7.00 5.00 ▲ 3.00 Seven of Nine R 10.00 7.00 ▲ 5.00 → Seven of Nine R 20.00 11.00 ▲ 5.00 →	Weiss R+ 5.80 4.00 3.50 THE MOTION PICTURES (134 cards)	R 4.30 3.70 3.30 Lursa, Sister of Duras R 4.90 3.90 3.30	Secret Salvage I
I.K.C. Bortas VRF 6.90 4.00 3.30 I.K.C. Fek'lhr VRF 7.00 4.00 3.30 I.K.C. Hegh'ta VRF 6.40 4.00 3.30	Tabor R 5.60 5.00 ▲ 3.00 The Doctor R 8.00 3.50 ▼ 3.00 The Pendari Champion UR 45.00 28.00 ▲ 12.00	The Motion Pictures Set 383.50 300.50 ▲217.75 Booster Box 92.50 80.00 ▲ 72.50 Booster Pack 3.30 3.10 3.00	Martok, Soldier of the Empire R 4.10 Miles O'Brien, Chief of Operations 3.70 3.30	The Trois EnPre 5.80 4.50▼ 3.30 1962 Roger Maris Baseball Card
I.K.C. Rotarran VRF 6.90 4.00 3.30 Interrogation VRF 6.10 4.50 3.30 Investigate Rumors VRF 5.90 4.00 3.30 .	Tom Paris R 10.00 5.00 ▲ 3.00 Tuvok R 10.00 5.00 ▲ 3.50 U.S.S. Equinox R 5.00 3.50 ▲ 3.00	Rare cards 3.80 3.00 3.00 Uncommon cards 1.00 0.80 0.50 0.25 0.20 0.10	R 6.40 5.00 3.80 Nog, Eager Cadet R 4.30 3.70 3.30 Odo, Constable R 6.40 5.80 4.90	Fajo 8.30 8.00 4.50 Black Hole Fajo 8.00 7.70 4.00 Dixon Hill's Business Card
Jadzia Dax SRF 11.50 8.00 7.30 Jean-Luc Picard URF 48.25 32.50▼ 18.00 Julian Bashir SRF 9.50 8.00▼ 7.30	U.S.S. Equinox R 8.00 5.00 3.50 U.S.S. Voyager R 12.50 6.00 5.00	CARD NAME RAR UPR MED LOW Admiral Kirk R+ 14.50 10.75 \$\text{\alpha}\$ 6.80	Rom, Diagnostic and Repair Technician	Fajo 8.00 7.70▲ 4.50 DNA Metamorphosis Fajo 8.00 7.20▲ 4.00 Dr. Soong Fajo 10.00 8.00▼ 4.00
Kahless VRF 6.20 4.00 ▼ 3.30 Keldon Advanced SRF 7.90 6.30 ▼ 4.30 Khazara VRF 5.90 4.00 ▼ 3.30	THE BORG (143 cards) The Borg Set 136.75 134.50 v132.25 Booster Box 86.25 80.00 v 72.50	Amanda Grayson R+ 7.10 5.00 4.00 Ambassador Sarek R+ 6.00 5.40 4.30 Brigadier Kerla R 4.90 3.80 3.00	Tasha Yar, Chief of Security R 7.70 5.50 3.80 Tomalak, Beguiling Adversary	Guinan Fajo 13.00 8.00 5.50 I.K.C. Chang Fajo 8.00 8.00 4.00 Kivas Fajo Fajo 8.00 8.00 4.00
Kira Founder VRF 6.30 4.00 3.30 Kira Nerys SRF 9.50 8.00 5.80	Booster Pack 3.20 3.00 2.90 Rare cards 4.00 3.00 3.00	Camp Khitomer R 4.50 3.50 3.00 Captain Kang R+ 7.10 5.50▲ 4.30 Captain Spock R+ 12.50 10.50▲ 6.00	R 4.50 3.70 3.30 U.S.S. Defiant, Prototype Warship	Locutus of Borg Fajo 18.75 11.50 ▼ 7.60 Lore Fajo 10.00 8.00 ▼ 6.00 Miles O'Brien Fajo 10.00 8.00 ▼ 5.00
Madam Guinan SRF 7.90 6.30	Uncommon cards	Captain Sulu R+ 10.00 9.00 ▲ 5.00 Carol Marcus R 3.90 3.30 ▲ 3.00 Chancellor Gorkon R+ 6.00 5.40 ▲ 4.30	R 8.90 6.50 4.80 U.S.S. Enterprise-E, Federation Envoy R 10.50 8.00 5.90	Persistence of Memory Fajo 8.00 7.20 ▲ 5.00 Picard's Artificial Heart Fajo 8.00 7.20 ▲ 5.00 Qapla'! Fajo 10.75 8.00 ▼ 4.00
Martok SRF 7.90 5.80 ▼ 4.00 O'Brien Founder VRF 6.90 4.00 3.30 Ocular Implants VRF 6.40 4.50 ▼ 3.30	B'Elanna R+ 10.00 4.50 4.00 Borg Queen R+ 11.00 8.00 4.30 Borg Queen's Ship R 5.00 5.00 3.50	Colonel Worf R+ 7.90 6.80 5.30 Commander Chekov R+ 10.00 9.00 5.00 Commander Rand R 4.90 3.80 3.00	Vash, Treasure Hunter R 4.50 3.70 3.30 Wesley Crusher, Prodigy R 4.50 4.00 3.80 William T. Riker, Number One	Sisters of Duras Fajo 12.00 8.00 5.50 Spot Fajo 8.00 8.00 4.00
Odo SRF 9.50 7.004 5.60 Prakesh VRF 5.90 4.00 3.30 Q SRF 7.90 6.304 4.30	Borg Tactical Cube R 4.50 4.00 3.50 Captain Chakotay Deanna Troi R+ 9.00 5.00 4.00	Commander Uhura R+ 9.50 8.00 5.00 David Marcus R 4.50 3.50 3.00	X 2.30 1.40 0.70 Worf, Security Detail Leader	Tallera Fajo 8.00 8.00 5.00 U.S.S. Pasteur Fajo 10.00 8.00 ▼ 5.00 A Good Place to Die Intro 4.30 3.50 2.80
Queen's Borg Cube SRF 7.50 6.00 4.50 Roga Danar SRF 7.90 5.80 ▼ 4.00 Sela SRF 9.50 6.00 4.00	Donik R+ 5.00 4.00 3.50 Equinox Doctor R+ 5.80 4.00 4.00 Equinox Doctor (AC) R+ 6.30 5.00 4.00	Dr. Chapel R+ 7.10 6.00 ▲ 4.50 Dr. Gillian Taylor (Non) R+ 7.10 6.00 ▲ 4.50 Dr. Gillian Taylor (Fed) R+ 6.70 5.50 ▲ 4.30	Worf, Strategic Operations Officer X 2.30 1.40 0.70	Admiral McCoy Intro 4.00 4.00 ▲ 3.00 Admiral Picard Intro 4.00 4.00 ▲ 3.00 Avert Danger Intro 3.30 3.00 2.80
Study Nebula VRF 6.20 4.00 3.30 Supernova VRF 6.20 4.00 3.30	Fifth R+ 5.60 4.00 4.00 First R+ 5.10 4.00 4.00 Four of Nine R+ 5.10 4.00 4.00	Dr. McCoy R+ 12.50 10.50 ▲ 5.30 Dr. Tolian Soran R+ 5.80 4.80 ▲ 4.20 Ensign Tuvok R 4.90 4.60 ▲ 3.40	SETS, PREMIUMS & PROMOS Away Team Pack 7.30 5.50 5.00 Enhanced First Contact Package	Cargo Rendezvous Intro 3.30 3.00 2.80 Commander Data Intro 4.00 4.00 ▲ 3.00 Commander Troi Intro 4.00 4.00 3.00
The Sheliak VRF 6.60 4.00 3.30 U.S.S Defiant URF 47.00 27.50 ▲ 16.00 U.S.S. Enterprise SRF 13.75 9.00 ▼ 7.30	Hajur R+ 5.00 4.00 4.00 Hajur (AC) R+ 5.50 4.00 4.00 I.K.C. Vogʻleng R+ 6.10 4.00 4.00	Gallatin R 4.50 3.50 3.00 General Chang R+ 7.10 5.50 ▲ 4.30 "God" R 4.00 3.50 3.00	14.75 12.00 11.00 Enhanced Premiere Package 20.00 13.00 ▼ 9.50 Fajo Collection 80.00 80.00 38.00	Data Laughing
U.S.S. Enterprise-C VRF 9.50 5.00 4.30 Weyoun SRF 7.90 5.80 4.00	Icheb R+ 6.00 4.00 4.00 Icheb (AC) R+ 7.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	H.M.S. Bounty (Fed) R+ 5.80 4.80 4.20 H.M.S. Bounty (Kin) R+ 5.70 4.30 4.00 I.K.C. Kla'Diyus R+ 5.50 4.00 3.60	First Anthology (sealed) 31.50 27.50 25.00 Introductory 2-Player Set (Federation) 25.00 20.00 20.00	Gi'ral Intro 4.00 3.00 ▼ 3.00 Gravesworld Intro 3.00 2.50 2.00 Homeward Intro 3.50 3.00 3.00
William T. Riker SRF 9.50 8.00 6.50 Worf SRF 9.50 8.00 6.50 Wormhole Negotiations VRF 6.20 4.00 3.30	Karr R+ 5.00 4.00 4.00 Kes R+ 7.50 5.00 4.00 Liberty R+ 5.80 4.00 4.00	James T. Kirk UR 71.25 50.00 39.25 Joachim R 4.00 3.50 3.00	Introductory 2-Player Set (Klingon) 25.00 20.00 20.00	Hostage Situation Intro 3.30 3.00 2.80 Ja'rod Intro 4.00 4.00 3.00
MIRROR, MIRROR (131 cards) Mirror, Mirror Set 257.25 238.25 219.00	Marika R+ 5.00 4.00 4.00 Marika (AC) R+ 5.50 4.00 ▼ 4.00 Mezoti R+ 4.50 4.00 4.00	John Harriman R+ 5.80 4.80	Official Tournament Sealed Deck 16.25 13.25 ▲ 11.25 Premiere Ed. Collector's Tin (opened)	Mogh Intro 5.00 4.00 ▲ 3.00 Reopen Dig Intro 3.30 3.00 2.80 Reported Activity Intro 3.30 3.00 2.80
Mirror, Mirror Booster Box 92.00 75.00 69.50 Mirror, Mirror Booster Pack 3.80 3.00 3.00 Rare cards not listed 4.00 3.00 3.00	Mezoti (AC) R+ 5.50 4.00 ▼ 4.00 Netek R+ 5.00 4.00 4.00 One R+ 6.00 4.00 4.00	Kronos One R+ 5.80 4.80 4.20 Kruge R+ 6.00 5.30 4.20 Mr. Scott R+ 10.00 8.00 4.50	75.00 65.00▼ 35.00 Premiere Ed. Collector's Tin (sealed) 75.00 68.00▲ 50.00	Sensitive Search Intro 3.30 3.00 2.80 Spock Intro 6.90 4.50 3.30 Survey Instability Intro 3.30 3.00 2.80
Uncommon cards not listed 1.00 1.00 0.50 Common cards not listed 0.25 0.25 0.10 CARD NAME RAR UPR MED LOW	Orum R+ 4.40 4.00 4.00 Orum (AC) R+ 5.50 4.00 ▼ Rebi and Azan R+ 5.50 4.00 ▼	Ru'afo R+ 5.80 4.80 4.20 Saavik R+ 5.80 4.80 4.20 Starship Enterprise R+ 12.75 6.00	Second Anthology (sealed) 31.75 20.00 20.00 Starter Deck II (sealed) 14.75 10.75 10.00 Tribbles CCG Boxed Game (sealed)	100,000 Tribbles (Clone) (foil) RefBox10.00 8.80 7.50 Admiral Riker (foil) RefBox13.75 9.00▼ 5.80
Bareil R+ 5.00 5.00 4.00 Captain Bashir R+ 6.00 5.00 4.00 Captain Dax R+ 7.00 5.50 4.500	Rebi and Azan (AC) R+ 7.00 4.00 ▼ 4.00 Reginald Barclay Riley Frasier R+ 5.10 4.00 3.50	Starship Excelsior R+ 9.40 6.80 4.50 The Genesis Device R 4.50 3.50 3.00 The Whale Probe R 4.00 3.50 3.00	22.50 20.00 17.50 Warp Pack 8.80 4.80 4.40 PREMIUM CARDS SET UPR MED LOW	Dr. Telek R'Mor (foil) RefBox10.00 8.80 5.60 Gowron of Borg (foil) RefBox10.00 9.00 5.80 Seven of Nine (foil) RefCase65.00 40.00 35.00
Chief Engineer Scott R+ 10.00 5.00▼ 4.00 Chief Navigator Chekov R+ 8.00 5.00▼ 4.00	Riley Frasier (AC) R+ 7.20 4.00 4.00 Second R+ 5.30 4.00 4.00 Seven of Nine R+ 12.50 7.00 ▼ 5.00	Torg R 4.00 3.50 3.00 U.S.S. Enterprise-A R+ 10.00 9.00 6.10 U.S.S. Reliant (Non) R+ 8.90 6.80 4.50	Dr. Telek R'Mor 1stAn 4.20 3.00 3.00 Ensign Tuvok 1stAn 4.90 3.90 3.00 Garak 1stAn 5.00 3.00 3.00	Abandon Ship! Sealed 3.10 2.50 2.00 Armus - Sticky Situation
Comm Officer Uhura R+ 8.00 5.00 ▼ 4.00 Commander Charvanek R+ 5.00 5.00 ▲ 4.00 Commander Leeta R 5.00 4.00 ▲ 3.00	Third and Fourth R+ 5.30 4.00 4.00 Three of Nine R+ 5.00 4.00 4.00 Two of Nine R+ 5.00 4.00 4.00	U.S.S. Reliant (Fed) R+ 8.90 6.80 5.30 V'Ger R 4.50 3.80 3.10	Orb of Prophecy & Change 1stAn 3.60 3.00 3.00 Quark Son of Keldar 1stAn 5.70 3.00 3.00	Darmok Sealed 3.00 2.00 2.00 Establish Relations Sealed 3.40 2.00 2.00
Defiant R+ 8.00 5.50 5.00 Ezrì R+ 6.00 5.00 4.00	U.S.S. Dauntless R+ 7.40 4.00	What Does God Need With A Starship? R	Thomas Paris 1stAn 5.40 3.00 3.00 Bashir Founder 2ndAn 5.00 3.00 3.00	Explore Interstellar Matter Sealed 3.40 2.00 2.00 Hide And Seek Sealed 3.40 2.00 2.00
Fontaine R+ 5.00 4.00 4.00	U.S.S. Prometheus R+ 9.10 4.00 4.00 U.S.S. Prometheus (AC)R+ 11.25 4.00 4.00 Unicomplex R+ 4.50 4.00 3.50	2ND EDITION REMIERE (415 cards) Premiere Set 456.75 448.50 ▼440.25	Koval 2ndAn 4.50 3.00 3.00 Legate Damar 2ndAn 4.50 3.00 3.00	Hippocratic Oath Sealed 3.40 2.00 2.00 Husnock Sealed 3.00 3.00 2.00 Impose Order Sealed 3.40 2.00 2.00
I.S.S. Enterprise R+ 10.00 5.50 5.00 Jake Sisko R+ 5.00 5.00 ▲ 4.00 James Tiberius Kirk R+ 15.00 6.00 5.00	HOLODECK ADVENTURES (140 cards) Holodeck Adventures Set 204.75 183.25 161.50	Starter Box 98.00 95.50▼ 92.75 Booster Box 84.75 84.75▼ 84.50 Starter Deck 11.25 11.00 10.50	Luther Sloan 2ndAn 3.90 3.00 3.00 Vedek Dax 2ndAn 5.00 3.00 3.00 The Emissary Away 5.00 4.00 3.00	Investigate Incursion Sealed 3.00 2.00 2.00 Make Us Go Sealed 3.40 2.00 2.00 Mineral Survey Sealed 3.00 2.00 2.00
Marlena Moreau R+ 5.00 4.00 4.00 Mirror Terok Nor R+ 5.00 5.00 ▲ 5.00 Mr. Brunt R+ 5.00 4.00 4.00	Booster Box 82.25 72.50▲ 68.75 Booster Pack 3.30 3.30 3.00 Rare cards 4.00 3.00 3.00	Booster Pack 3.30 3.30 3.10 Rare card 4.00 3.70 3.30 Uncommon card 1.00 1.00 0.80	The Traveller Away 4.80 3.50 3.00 Add Distinctiveness En1st 3.40 3.00 3.00 Bareil of Borg En1st 3.40 3.00 3.00	Open Diplomatic Relations Sealed 3.40 2.00 2.00 Reflection Therapy Sealed 3.00 2.00 2.00
Mr. Nog R+ 5.00 5.00 ▲ 4.00 Mr. Quark R+ 5.00 5.00 ▲ 4.00 Mr. Rom R+ 5.00 5.00 ▲ 4.00	Uncommon cards Common cards CARD NAME UPR 0.80	Common card 0.25 0.15 0.10 Fixed card 1.10 0.90 0.70 CARD NAME RAR UPR MED LOW	Communication Drone Overlay En1st 3.30 3.00 2.90 Counterpart Overlay En1st 3.30 3.00 2.90	Space Door Sealed 3.40 3.00 2.00
Mr. Sisko R+ 6.00 5.50 \$\times 5.00 \\ Mr. Tuvok R 6.00 4.00 \$\times 3.00 \\ Nurse Chapel R+ 5.00 5.00 \$\times 4.00	Admiral J. P. Hanson R+ 5.20 4.00 4.00 Anastasia Komananov R+ 5.10 4.00 4.00 Arachnia R+ 7.10 6.00 4.00	Amanda Rogers R 4.30 3.70 3.30 Assassination Attempt R 4.30 3.70 3.30 Benjamin Sisko, Defiant Captain	Defense Drone Overlay En1st 3.50 3.00 2.90 Dukat of Borg En1st 6.00 5.00 ▲ 3.00 Eleven of Seventeen En1st 6.00 3.00 3.00	Test Propulsion Systems Sealed 3.00 2.00 2.00 Treaty: Federation/Romulan/Klingon
Overseer Odo R+ 6.00 5.00 ▲ 4.00 Professor Sisko R+ 5.00 4.00 4.00	B'Elanna Daughter of Miral R+ 6.00 5.30 ▲ 4.30 Boothby R+ 5.10 4.00 4.00	X 2.30 1.40 0.70 Benjamin Sisko, The Emissary of the Prophets	Gowron of Borg En1st 6.00 5.00 3.00 Incident En1st 3.30 3.00 3.00 Navigation Drone Overlay	Sealed 3.40 2.00 2.00 Unscientific Method Sealed 3.00 2.00 2.00
Regent Worf R+ 6.00 5.00 5.00 5.00 For complete card check	Captain Proton R+ 9.00 5.20 ▲ 4.00		En1st 3.30 3.00 3.00 lt's available now from your loc	
Collectible Card Game Check	120	SCRYE or f	rom us at (800) 258-0929 (www	.krausebooks.com)! \$\frac{117}{2}\$





Star Trek/Star Wars TCG/Warlord





Faranci Trading Deet Ctartil 2.00	2.00	0.00
Ferengi Trading Post StartII 3.00	3.00	2.00
Geological Survey Startll 3.40	2.00	2.00
Memory Wipe Startll 3.00	2.00	2.00
Military Exercises Start II 3.40	2.00	2.00
Search For Weapons Startll 3.00	2.00	2.00
Study Cometary Cloud Startll 3.40	2.00	2.00
Study Pulsar Start II 3.40	2.00	2.00
Countermanda Warp 3.00	2.00	2.00
Excavation Warp 3.00	2.00	2.00
Gorta Warp 3.40	2.00	2.00
	2.00	2.00
Investigate Anomaly Warp 3.40		
Montgomery Scott Warp 4.00	2.00 ▼	2.00
Neutral Outpost Warp 3.40	2.00	2.00
Relief Mission Warp 2.00	2.00 ▲	1.10
Sensitive Search Warp 2.00	2.00	1.10
Study Plasma Streamer Warp 2.00	2.00	1.10
Study Stellar Collision Warp 2.00	2.00 ▲	1.10
Test Mission Warp 2.00	2.00	1.10
Yellow Alert Warp 2.00	2.00 ▲	1.10
OVERSIZED PROMO CARDS UPR	MED	LOW
Admiral Riker 8.00	5.00	4.50
Decaren 7.20	5.00	4.50
Locutus of Borg 8.80	5.50 ▼	4.50
Two of Nine 9.40	5.00	4.50
PROMO CARDS RAR UPR	MED	LOW
PROMO CARDS RAR UPR		
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50	MED 10.75 ▲	8.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75	MED 10.75 ▲ 8.00 ▲	8.50 6.00
PROMO CARDS RAP UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20	MED 10.75 ▲ 8.00 ▲ 7.00 ▲	8.50 6.00 5.50
PROMO CARDS RAP UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20	MED 10.75 ▲ 8.00 ▲	8.50 6.00
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50	MED 10.75 ▲ 8.00 ▲ 7.00 ▲ 6.00 ▲	8.50 6.00 5.50 5.00
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50 Baioran Wormhole F 9.20	MED 10.75 A 8.00 A 7.00 A 6.00 A 7.00 A	8.50 6.00 5.50 5.00 5.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50 Bajoran Wormhole F 9.20 Bat1eth F 10.75	10.75 A 8.00 A 7.00 A 6.00 A 7.00 A 8.00 A	8.50 6.00 5.50 5.00 5.50 6.00
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50 Bajoran Wormhole F 9.20 Bat1eth F 10.75	MED 10.75 A 8.00 A 7.00 A 6.00 A 7.00 A	8.50 6.00 5.50 5.00 5.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.05 Alternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50 Bajoran Wormhole F 9.20 Bat¹leth F 10.75 Berserk Changeling F 7.50	MED 10.75 A 8.00 A 7.00 A 6.00 A 7.00 A 8.00 A 6.00 A	8.50 6.00 5.50 5.00 5.50 6.00 5.00
PROMO CARDS RAR UPR 34th Rule of Acquisition F 16.50 Atternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.50 Bajoran Wormhole F 9.20 Bat'leth F 10.75 Bersek Changeling F 7.50 Borg Cube F 26.50	MED 10.75 A 8.00 A 7.00 A 6.00 A 7.00 A 8.00 A 6.00 A 18.75	8.50 6.00 5.50 5.00 5.50 6.00 5.00 11.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Alternate Universe Door F 10.75 10.75 Amanda Rogers F 9.20 Assign Mission Specialist F 7.9 20 Bajoran Wormhole F 9.20 Batleth F 10.75 Berserk Changeling F 7.50 Borg Cube F 26.50 Chula: The Dice F 9.20	MED 10.75 A 8.00 A 7.00 A 6.00 A 8.00 A 6.00 A 18.75 7.00 A	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.00 11.50 5.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Atternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist 7.50 Bajloran Worrthole F 9.20 Batfleth F 10.75 Berserk Changeling F 7.50 Borg Cube F 26.50 Chula: The Dice F 9.20 DalTRok F 7.50	MED 10.75 A 8.00 A 7.00 A 6.00 A 6.00 A 18.75 7.00 A 6.00 A	8.50 6.00 5.50 5.00 5.50 6.00 5.00 11.50
PROMO CARDS RAR UPR 34th Rule of Acquisition F 18.50 Atternate Universe Door F 10.75 Amanda Rogers F 9.20 Assign Mission Specialist 7.50 Bajloran Worrthole F 9.20 Batfleth F 10.75 Berserk Changeling F 7.50 Borg Cube F 26.50 Chula: The Dice F 9.20 DalTRok F 7.50	MED 10.75 A 8.00 A 7.00 A 6.00 A 6.00 A 18.75 7.00 A 6.00 A	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.00 11.50 5.50
PROMO CARDS	MED 10.75 \(\alpha \) 8.00 \(\alpha \) 7.00 \(\alpha \) 6.00 \(\alpha \) 6.00 \(\alpha \) 18.75 7.00 \(\alpha \) 6.00 \(\alpha \)	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.00 11.50 5.50
PROMO CARDS	MED 10.75 8.00 7.00 6.00 7.00 8.00 18.75 7.00 6.00 4.00 4.00	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.00 11.50 5.50 5.00
PROMO CARDS	MED 10.75 \(\alpha \) 8.00 \(\alpha \) 7.00 \(\alpha \) 6.00 \(\alpha \) 6.00 \(\alpha \) 18.75 7.00 \(\alpha \) 6.00 \(\alpha \)	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.00 11.50 5.50
PROMO CARDS	MED 10.75	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.50 5.5
PROMO CARDS	MED 10.75 & 8.00 & 7.00 & 6.00 & 7.00 & 6.00 & 18.75 & 7.00 & 6.00 & 18.75 & 7.00 & 6.	8.50 6.00 5.50 5.00 5.50 6.00 5.00 11.50 5.50 5.00 4.00 5.00
PROMO CARDS	MED 10.75 A 8.00 A 7.00 A 6.00 A 7.00 A 6.00 A 18.75 7.00 A 6.00 A 4.00 6.00 A 5.00 V	8.50 6.00 5.50 5.00 5.50 6.00 5.00 11.50 5.50 5.00 4.00 5.00 4.00 5.00
PROMO CARDS	MED 10.75 & 8.00 & 7.00 & 6.00 & 7.00 & 6.00 & 18.75 & 7.00 & 6.00 & 18.75 & 7.00 & 6.	1.50 8.50 6.00 5.50 5.50 6.00 5.00 11.50 5.50 5.00 4.00 5.00 4.00 5.00 4.50 5.00
PROMO CARDS	MED 10.75 & 8.00 & 7.00 & 6.00 & 7.00 & 6.00 & 18.75 & 7.00 & 6.0	1.50 8.50 6.00 5.50 5.50 6.00 5.00 11.50 5.50 5.00 4.00 5.00 4.00 5.00 4.50 5.00
PROMO CARDS	MED 10.75 \(\) 8.00 \(\) 7.00 \(\) 6.00 \(\) 4.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 7.00 \(\) 7.00 \(\)	1.0W 8.50 6.00 5.50 5.50 6.00 5.00 11.50 5.50 5.00 4.00 5.00 4.50 5.50 5.50
PROMO CARDS	MED 10.75 \(\) 8.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 4.00 \(\) 4.00 \(\) 4.00	8.50 6.00 5.50 5.50 6.00 5.50 6.00 5.50 5.5
PROMO CARDS	MED 10.75 \(\) 8.00 \(\) 7.00 \(\) 6.00 \(\) 4.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 6.00 \(\) 7.00 \(\) 7.00 \(\) 7.00 \(\)	8.50 6.00 5.50 5.50 5.50 6.00 5.50 5.50 5
PROMO CARDS	MED 10.75 ▲ 8.00 ▲ 7.00 ▲ 6.00 ▲ 7.00 ▲ 8.00 ▲ 6.00 ▲ 18.75 7.00 ▲ 6.00 ▲ 4.00 6.00 ▲ 7.00 ▼ 4.00 4.00 4.00	8.50 6.00 5.50 5.50 5.50 6.00 5.50 5.50 5
PROMO CARDS	MED 10.75 8.00 7.00 6.00 8.00 8.00 6.00 18.75 7.00 6.00 18.75 7.00 6.00 4.00 6.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	8.50 6.00 5.50 5.50 5.50 6.00 5.50 5.00 11.50 5.50 5.00 4.00 4.50 4.50 4.00 4.00 4
PROMO CARDS	MED 10.75 8.00 7.00 6.00 7.00 8.00 6.00 18.75 7.00 6.00 6.00 6.00 6.00 4.00 4.00 4.00 4.00 4.00 4.00	8.50 6.00 5.50 5.50 5.50 6.00 11.50 5.50 4.00 5.50 4.00 5.50 4.50 4.50 4
PROMO CARDS	MED 10.75 8.00 7.00 6.00 8.00 8.00 6.00 18.75 7.00 6.00 18.75 7.00 6.00 4.00 6.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	8.50 6.00 5.50 5.50 5.50 6.00 5.50 5.00 11.50 5.50 5.00 4.00 4.50 4.50 4.00 4.00 4

Plasma Torpedo Q2	F	4.80	4.00 8.00	4.00 6.00		
Q's Tent	F	15.50	8.50	7.00		
Soong-type Android	F	6.40	6.00▼	5.00		
Tarellian Plague Ship	F	9.20	7.00 ▲	5.50		
The Traveller: Transcend	lend					
	F	7.50	6.00 ▲	5.00		
U.S.S. Jupiter	pr	21.50	19.75 ▲	15.25		
STAR WARS. TRADING CARD GAME						

ATTACK OF THE CL	DNES (18	0 cards	
Attack of the Clones Set	274.75	228.25	190.00
Starter Box	123.75	115.00	101.50
Booster Box	100.00	85.00	82.50
Starter Deck	10.75		
Booster Pack	3.30		3.00
Rare card	4.00		
Uncommon card	1.00	0.80	0.50
Common card	0.25		0.10
Foil Rare card	6.00	6.00	4.90
Foil Uncommon card	2.00	2.00	1.60
Foil Common card	1.00	1.00	0.60
TOP FOIL CARDS RA		MED	LOW
Anakin Skywalker (A) R			7.50
Anakin Skywalker (B) R		7.50	6.40
Boba Fett (A) R		7.50	6.40
Chancellor Palpatine (A) R	10.00	8.00	4.90
Darth Sidious (A) R		9.50	7.90
Darth Tyranus (A) R	9.80	8.30	6.40
Jango Fett (A) R		10.50	6.80
Jango Fett (B) R		7.50	4.90
Obi-Wan Kenobi (A) R	9.50	7.80	6.40
Obi-Wan's Starfighter (A) R	9.10	8.00	6.50
Padmé Amidala (A) R	9.90	8.70	6.50
R2-D2 (A) R	9.80	7.50	4.90
Clave I (A) D	11 50	2 00	4 00

Tyranus's Edict	R	9.90	7.70	6.00
Yoda (A)	R	9.40	7.30	6.30
	RAR	UPR	MED	LOW
Anakin Skywalker (A)	R	8.00	5.00	4.00
Anakin Skywalker (B)	R	5.00	5.00	3.80
AT-TE Walker 71E	R	4.00	3.80	3.00
Bail Organa (A)	R	4.30	3.50	3.40
Battle Fatigue	R	4.00	3.80	3.00
Boba Fett (A)	R	5.00	4.00	3.70
Captain Typho (A)	R	4.00	4.00	3.00
Chancellor Palpatine (A)	R	5.30	4.80 ▲	3.80
Darth Sidious (A)	R	6.00	5.00	4.50
Darth Tyranus (A)	R	5.00	4.50 ▼	4.00
Elan Sleazebaggano (A)		4.00	3.30 ▼	3.00
Geonosian Sentry	R	4.00	3.30▼	3.00
Jango Fett (A)	R	8.00	5.00 ▲	4.00
Jango Fett (B)	R	6.00	4.50▲	3.00
Jedi Call for Help	R	4.00	4.00	3.00
Jedi Council Summons	R	4.00	4.00	3.00
Lama Su (A)	R	4.10	3.30▼	3.00
 Obi-Wan Kenobi (A) 	R	5.00	5.00	4.00
Obi-Wan's Starfighter (A		5.00	4.00	4.00
Padmé Amidala (A)	R	5.00	4.50 ▲	4.00
Padmé Amidala (B)	R	5.00	4.00	3.00
Padmé's Yacht (A)	R	4.00	3.50 ▼	3.00
Plo Koon (A)	R	4.50	4.00	3.00
Power Dive	R	4.00	3.50	3.00
Queen Jamillia (A)	R	4.00	4.00	3.00
R2-D2 (A)	R R	5.00	4.00	3.00
Slave I (A)	R R	6.00 4.00	4.50	3.80
Target the Senator	R	4.00	3.50▼ 4.00	3.00
Tyranus's Edict Tyranus's Solar Sailer (A		4.00	4.00	3.00
Tyranus's Wrath) n R	4.70	4.00	3.00
Windu's Solution	R	4.00	3.50▼	3.00
Yoda (A)	R	5.00	4.50▼	3.50
Yoda's Intervention	n R	4.00	3.50▼	3.00
Zam Wesell (A)	R	4.30	3.80 ▼	3.00
				0.00
SITH RISH	IG (9	0 card	3)	

Zam Wesell (A)	R	4.30	3.80▼	3.00			
SITH RISING (90 cards)							
Sith Rising Set	1	73.75 1		38.25			
Sith Rising Starter Box	- 1	06.50 1		95.50			
Sith Rising Booster Boo Sith Rising Starter Decl		9.30	80.75 9.20	80.50 9.10			
Sith Rising Starter Deci		3.30	3.10	3.00			
Rare card	,A	3.30		3.00			
Uncommon card		0.90	0.60	0.50			
Common card		0.25	0.25	0.15			
Foil Rare card		6.20		4.50			
Foil Uncommon card		1.90		1.50			
Foil Common card		1.10	1.00	0.90			
TOP FOIL CARDS	RAR		MED	LOW			
Aayla Secura	R R	6.70	6.30 9.30	5.60 8.40			
Anakin Skywalker Aurra Sing	R	13.50	7.00	5.70			
Chancellor Palpatine	R	13.25	8.50	6.70			
Darth Maul	Ř	12.75		8.40			
Darth Maul	R	12.75	10.25	8.40			
Darth Sidious	R	13.25	9.30	8.40			
Darth Tyranus	R	13.25	9.30	8.40			
Jango Fett	R	14.75	9.00	6.10			
Jocasta Nu	R	6.90		5.60			
Mace Windu	R	10.25	8.30	7.90			
Mace Windu Massiff	R R	10.25 6.90	8.30 6.00	7.90 5.60			
Yoda	R	21.00		9.70			
CARD NAME	RAF		MED	LOW			
Anakin Skywalker	R	6.30		4.80			
Aurra Sing	R	4.60	4.30	3.30			
Chancellor Palpatine	R	5.30		4.00			
Clone Captain	R	4.00	3.50	3.00			
Darth Maul	R	6.50	5.50	4.60			
Darth Maul	R R	6.50	5.50	4.60			
Darth Sidious Darth Tyranus	R	6.30	5.00	4.60 4.60			
Jango Fett	R	5.70	4.30	4.00			
Jocasta Nu	R	4.40	3.30	3.00			
Mace Windu	R	6.30	4.50▼				
Mace Windu	R	6.30	4.50▼	4.00			
Massiff	R	4.40	3.30	3.00			
Nute Gunray	R	3.90	3.30	3.00			
Sio Bibble	R	4.00	3.50	3.00			
Slave I	R	4.20	3.30	3.10			
Yoda	R	7.50	5.50	4.30			

A NEW HOPE	(180 car	ds)	
A New Hope Set	285.00		
A New Hope Foil Set	481.25		
Starter Box	90.00	89.00	72.00
Booster Box Starter Deck	87.00	85.00	85.00
Booster Pack	11.25 3.30	10.00	10.00
Foil Rare card	8.00	5.00	4.00
Foil Uncommon card	3.00	2.00	2.00
Foil Common card	2.00	1.00	1.00
	AR UPR	MED	LOW
	R 15.00	9.00	4.00
Elite Stormtrooper Squad I		8.00	4.00
Luke Skywalker (A)	R 11.00	9.00	4.00
	R 11.00	7.00	4.00
	R 11.00	9.00	4.00
	R 11.00	9.00	4.00 4.00
	R 11.00	9.00	4.00
Vader's TIE Fighter (A)	R 8.00	7.00	4.00
	AR UPR	MED	LOW
	R 3.00	3.00	3.00
	0.25	0.25	0.10
	J 1.00	1.00	0.80
	J 1.00	1.00	0.80
	R 3.00	3.00	3.00
. 33	J 1.00	1.00	0.80
	R 3.00	3.00	3.00
	J 1.00	1.00	0.80
	R 3.00	3.00	3.00
	0.25	0.25	0.10
	J 1.00	1.00	0.80
	R 3.00	3.00	3.00
	R 8.00	6.00	5.00
	J 1.00	1.00	0.80
Darth Vader (C)	0.25	0.25	0.10
Death Star Cannon Tower	0.25	0.25	0.10
Death Star Guard Squad	0.25	0.25	0.10
	J 1.00	1.00	0.80
	J 1.00	1.00	0.80
Death Star Scanning Tech			
	J 1.00	1.00	0.80
Death Star Superlaser Gu		4 00	0.00
	J 1.00	1.00	0.80
Death Star Turbolaser Gu	J 1.00	1.00	0.80
Demonstration of Power		1.00	0.80
Desperate Confrontation		3.00	3.00
	R 3.00	3.00	3.00
Devastator (A)	J 1.00	1.00	0.80
	R 3.00	3.00	3.00
Disrupt the Power System	J 1.00	1.00	0.80
Dissolve the Senate	J 1.00	1.00	0.80
Disturbance in the Force		3.00	3.00
	0.25	0.25	0.10
	R 3.00	3.00	3.00
Elite Stormtrooper Squad		3.00	3.00
	J 1.00	1.00	
	J 1.00 R 3.00	1.00	0.80 3.00
	0.25	0.25	0.10
	U 1.00	1.00	0.80
	J 1.00	1.00	0.80
Greedo (A)	R 3.00	3.00	3.00
Ground Support	C 0.25	0.25	0.10
Han's Courage	U 1.00	1.00	0.80
Hold 'Em Off	R 3.00	3.00	3.00
	R 3.00	3.00	3.00
Imperial Control Station		1.00	0.80
Imperial Detention Block		0.25	0.10
	R 3.00	3.00	3.00
Imperial Navy Helmsman		3.00	3.00
Imperial Navy Lieutenant		1.00	0.80
	R 3.00 C 0.25	0.25	3.00 0.10
Incom T-16 Skyhopper	C 0.25	0.25	0.10
	U 1.00	1.00	0.80
	C 0.25	0.25	0.10
	C 0.25	0.25	0.10
	R 3.00	3.00	3.00
It's Not Over Yet	R 3.00	3.00	3.00
Jawa	U 1.00	1.00	0.80
Jawa Collection Team	U 1.00	1.00	0.80
	R 3.00	3.00	3.00
	C 0.25	0.25	0.10
	C 0.25	0.25	0.10
	U 1.00 C 0.25	1.00 0.25	0.80
	U 1.00	1.00	0.10 0.80
	C 0.25	0.25	0.00
	R 5.00	3.00	3.00
	U 1.00	1.00	0.80
	R 3.00	3.00	3.00
	U 1.00	1.00	0.80
LIN Demolitionmech	U 1.00	1.00	0.80
Luke Skywalker (A)	R 5.00	5.00	3.00
Luke Skywalker (B)	R 6.00	5.00	3.00
Luke Skywalker (C)	U 1.00	1.00	0.80
Luke Skywalker (D)	C 0.25	0.25	0.10
	C 0.25	0.25	0.10
	R 6.00	4.00	3.00
	U 1.00 R 6.00	1.00	0.80 3.00
Lunes Arvilly (A)	0.00	4.00	0.00

Moisture Farm	С	0.25	0.25	0.10
Momaw Nadon (A)	Ř	3.00	3.00	3.00
Most Desperate Hour	R	3.00	3.00	3.00
Mounted Stormtrooper	U	1.00	1.00	0.80
Mouse Droid	U	1.00	1.00	0.80
No Escape	R	3.00	3.00	3.00
Nowhere to Run	C R	0.25	0.25	0.10
Obi-Wan Kenobi (E) Obi-Wan Kenobi (F)	n U	8.00 1.00	5.00	3.00
Obi-Wan Kenobi (G)	C	0.25	1.00	0.10
Obi-Wan's Plan	Č	0.25	0.25	0.10
Obi-Wan's Prowess	Ř	3.00	3.00	3.00
Obi-Wan's Task	R	3.00	3.00	3.00
Oil Bath	U	1.00	1.00	0.80
Our Only Hope	R	3.00	3.00	3.00
Owen Lars (A)	R	5.00	3.00	3.00
Penetrate the Shields	C	0.25	0.25	0.10
Plan of Attack	R	3.00	3.00	3.00
Planetary Defense Turret Precise Blast		0.25	0.25	0.10
Preemptive Shot	C	0.25 0.25	0.25 0.25	0.10 0.10
Press the Advantage	Ü	1.00	1.00	0.80
Princess Leia (A)	Ř	6.00	4.00	3.00
Princess Leia (B)	U	1.00	1.00	0.80
Princess Leia (C)	C	0.25	0.25	0.10
Protection of the Master		3.00	3.00	3.00
R2-D2 (C)	U	1.00	1.00	0.80
R5-D4 (A)	R	3.00	3.00	3.00
Rebel Blockade Runner	U	1.00	1.00	0.80
Rebel Control Officer Rebel Control Post	U	1.00	1.00	0.80
Rebel Crew Chief	R	3.00	1.00	0.80
Rebel Fighter Wing	C	0.25	0.25	0.10
Rebel Honor Company	Č	0.25	0.25	0.10
Rebel Lieutenant	Ř	3.00	3.00	3.00
Rebel Marine	U	1.00	1.00	0.80
Rebel Marine Squad	C	0.25	0.25	0.10
Rebel Pilot	С	0.25	0.25	0.10
Rebel Squad	С	0.25	0.25	0.10
Rebel Surrender	U	1.00	1.00	0.80
Rebel Trooper	U	1.00	1.00	0.80
Regroup on Yavin	R U	3.00 1.00	3.00	3.00
Remote Seeker Droid Rescue	C	0.25	1.00	0.10
Sandtrooper	R	3.00	3.00	3.00
Slipping Through	C	0.25	0.25	0.10
SoruSuub V-35 Courier	C	0.25	0.25	0.10
Stabilize Deflectors	U	1.00	1.00	0.80
Star Destroyer Comman				
0. 5.1. 1.5.1	U	1.00	1.00	0.80
Starfighter's End	R	3.00	3.00	3.00
Stay Sharp	C	0.25	0.25	0.10
Stormtrooper Assault Te		0.25	0.25	0.10
Stormtrooper Charge	C	1.00	1.00	'0.80
Stormtrooper DV-523	Č	0.25	0.25	0.10
Stormtrooper DV-692	Ü	1.00	1.00	0.80
Stormtrooper Patrol	Č	0.25	0.25	0.10
Stormtrooper Squad	С	0.25	0.25	0.10
Stormtrooper Squad Lea	ader			
	U	1.00	1.00	0.80
Stormtrooper TK-119	U	1.00	1.00	0.80
Stormtrooper TK-421	R	4.00	3.00	3.00
Strategy Session	R R	3.00	3.00	3.00
Strike Me Down Support in the Senate	Ü	3.00 1.00	1.00	0.80
Surprise Attack	R	3.00	3.00	3.00
Synchronized Assault	C	0.25	0.25	0.10
Tantive IV (A)	R	4.00	3.00	3.00
Tarkin's Stench	R	3.00	3.00	3.00
Tatooine Sandcrawler	U	1.00	1.00	0.80
Tatooine Speeder	Ũ	1.00	1.00	0.80
TIE Fighter DS-3-12	C	0.25	0.25	0.10
TIE Fighter DS-55-6 TIE Fighter DS-61-9	C	0.25	0.25	0.10
TIE Fighter DS-73-3	C	0.25	0.25	0.10
TIE Fighter Elite Pilot	Ü	1.00	1.00	0.80
TIE Fighter Pilot	C	0.25	0.25	0.10
TIE Fighter Squad	Č	0.25	0.25	0.10
Tiree (A)	R	3.00	3.00	3.00
Tractor Beam	R	3.00	3.00	3.00
Tusken Sharpshooter	U	1.00	1.00	0.80
Tusken Squad	C	0.25	0.25	0.10
URoRRuR'R'R (A)	R	3.00	3.00	3.00
Vader's Grip Vader's Interference	U	1.00	1.00	0.80
Vader's Leadership	R	3.00	3.00	3.00
Vader's TIE Fighter (A)	R	4.00	3.00	3.00
Vader's TIE Fighter (A) Vader's TIE Fighter (B)	Ü	1.00	1.00	0.80
Victory-Class Star Destr				
	C	0.25	0.25	0.10
Wedge Antilles (A)	R	4.00	3.00	3.00
Well-Aimed Shot	C	0.25	0.25	0.10
Wuher (A)	U	1.00	1.00	0.80
X-wing Attack Formation		0.25	0.25	0.10
X-wing Red One	C	0.25	0.25	0.10
X-wing Red Three	C	0.25	0.25	0.10
X-wing Red Two	C	3.00	0.25	0.10
Yavin 4 Hangar Base YT-1300 Transport	С	3.00 0.25	3.00 0.25	3.00 0.10
YV-664 Light Freighter	C	0.25	0.25	0.10
Y-wing Gold One	Č	0.25	0.25	0.10
Y-wing Gold Squadron	C	0.25	0.25	0.10
Z-95 Headhunter	C	0.25	0.25	0.10
Total	21	27 00 2	65 nn 2	22 00

w Nadon (A)					V4.13.13				
esperate Hour	R R	3.00	3.00	3.00	HASBRO UNLEASH				
ed Stormtrooper		1.00	1.00	0.80		RAR		MED	LOW
Droid	U	1.00	1.00	0.80	Anakin Skywalker (C)	pr	2.40	2.30	2.10
ape	Ř	3.00	3.00	3.00	Darth Maul (B)	pr	2.40	2.30	2.10
re to Run	C	0.25	0.25	0.10	Darth Tyranus (B)	pr	2.30	2.10	1.90
an Kenobi (E)	R	8.00	5.00	3.00	Darth Vader (B)	pr	2.90	2.80	2.60
an Kenobi (F)	Ü	1.00	1.00	0.80	Jango Fett (C) Mace Windu (B)	pr	2.30	2.10	1.90
an Kenobi (G)	С	0.25	0.25	0.10		pr	2.30	2.10	1.90
an's Plan	С	0.25	0.25	0.10	Padmé Amidala (B) CARD NAME	pr			
an's Prowess	R	3.00	3.00	3.00	Anakin Skywalker	RAR	UPR 8.00	MED	LOW
an's Task	R	3.00	3.00	3.00	C3PO	pr F	9.00	4.00 7.00	2.30 6.00
h	U	1.00	1.00	0.80	Clone Warrior	pr	8.00	4.00	2.30
lly Hope	R	3.00	3.00	3.00	Darth Maul	F		10.00	9.00
Lars (A)	R	5.00	3.00	3.00	Darth Tyranus	F	10.00	7.00	6.50
ate the Shields	С	0.25	0.25	0.10	Darth Vader	pr	8.00	5.00	3.50
Attack	R	3.00	3.00	3.00	Jango Fett	F	10.75	10.00	9.00
ary Defense Turre	t C	0.25	0.25	0.10	Jango Fett	pr	8.00	4.50	3.20
Blast	С	0.25	0.25	0.10	Luke Skywalker	pr	8.00	5.00	3.50
ptive Shot	С	0.25	0.25	0.10	Mace Windu	F	10.00	7.00	6.50
the Advantage	U	1.00	1.00	0.80	Obi-Wan Kenobi	F	10.00	7.00	6.50
ss Leia (A)	R	6.00	4.00	3.00	Padme Amidala	F	10.75	10.00	9.00
ss Leia (B)	U	1.00	1.00	0.80	Padme Amidala	pr	8.00	4.00	2.30
ss Leia (C)	С	0.25	0.25	0.10	Princess Leia	pr	8.00	5.00	3.50
tion of the Master	rR	3.00	3.00	3.00	Vader's TIE Fighter	pr	8.00	4.00	3.00
(C)	U	1.00	1.00	0.80	X-Wing Assault Squad		0.00		0.00
(A)	R	3.00	3.00	3.00	/	pr	8.00	4.00	2.30
Blockade Runner	U	1.00	1.00	0.80	Zam Wesell	pr	8.50	5.00	2.30
Control Officer	U	1.00	1.00	0.80		F			
Control Post	U	1.00	1.00	0.80			_		
Crew Chief	R	3.00	3.00	3.00		1	1		
Fighter Wing	С	0.25	0.25	0.10	- 44W 11 PC	12	VI:		
Honor Company	C	0.25	0.25	0.10	VEAGAC	1	12.27		
Lieutenant	R	3.00	3.00	3.00	A A cranitate	LITTLE	LEU	استنا	
Marine	U	1.00	1.00	0.80					
Marine Squad	C	0.25	0.25	0.10	SAGA OF THE	STOR	M (295	cards)	
Pilot	Č	0.25	0.25	0.10	Saga of the Storm Set			98.25 4	43.50
Squad	Č	0.25	0.25	0.10	Starter Box			80.00▼	
Surrender	Ŭ	1.00	1.00	0.80	Booster Box			86.50▼	
Trooper	Ü	1.00	1.00	0.80	Starter Deck		10.00	9.00	8.60
up on Yavin	R	3.00	3.00	3.00	Booster Pack		2.80	2.80	2.50
e Seeker Droid	Ü	1.00	1.00	0.80	Rare card		3.30	3.00	3.00
e occirci Diola	C	0.25	0.25	0.10	Uncommon card		0.90	0.50	0.50
•	R	3.00	3.00	3.00	Common card		0.15	0.10	0.10
ooper g Through	C	0.25	0.25	0.10	Fixed card (X)		3.00	3.00	3.00
ub V-35 Courier		0.25	0.25	0.10	CARD NAME	RAR		MED	LOW
e Deflectors	Ü	1.00	1.00	0.80	Alesandressa	R	4.10	4.00 ▼	4.00
estroyer Commar		1.00	1.00	0.00	Amulet of Illusion	R	4.00	4.00 ▲	3.00
ssiruyer comma	U	1.00	1.00	0.80	Anandale's Armor	R	4.10	4.00 ▼	4.00
hter's End	R	3.00	3.00	3.00	Assassination	R	5.00	4.10▼	
	C	0.25	0.25	0.10	Balmtear's Potion	R	5.00	4.10▼	3.00
harp rooper Assault To		0.23	0.23	0.10	Banish the Wound	U	1.00	0.90	0.80
Tooper Assault II		0.25	0.25	0.10	Blink	Ū	1.00	0.90▲	0.50
Ob	C	0.25	0.25		Bruin Lenoire	Ŭ	1.00	0.90	
rooper Charge	U	1.00	1.00	0.80	Bruntor's Helm	Ŭ	1.00	0.90	0.50
rooper DV-523	C	0.25	0.25	0.10	Catapult Crew	Ŭ	1.00	1.00	0.90
rooper DV-692	U	1.00	1.00	0.80	Chain Lightning	R	4.00	4.00▲	
rooper Patrol	C	0.25	0.25	0.10	Chain Mail	Ü	1.00	0.90	0.50
rooper Squad	C	0.25	0.25	0.10	Circle of Protection	R	4.00	3.30	3.00
rooper Squad Le			4.00	0.00	Cleave	R	4.00	3.30	3.00
TI(440	U	1.00	1.00	0.80	Cordeos	R	4.00	4.00▲	
rooper TK-119	U	1.00	1.00	0.80	Count Damien	R	4.10	4.00	3.00
rooper TK-421	R	4.00	3.00	3.00	Critical Strike	Ü	1.00	1.00	0.90
y Session	R	3.00	3.00	3.00	Crystalsphere Staff	Ř	4.00	4.00▲	
Me Down	R	3.00	3.00	3.00	Cure Lethal Wounds	R.	5.00	4.10	3.00
rt in the Senate	U	1.00	1.00	0.80	Demon of Kvar				
se Attack								4 00 v	
	R	3.00	3.00	3.00		R	4.90	4.00 V	
ronized Assault	R C	0.25	0.25	0.10	Duncan Kinslayer	R R	5.00	5.00▲	3.00
V (A)	R C R	0.25 4.00	0.25	0.10 3.00	Duncan Kinslayer Extentions	R R R	5.00 4.10	5.00 ▲ 4.00 ▲	3.00 3.00
e IV (A) s Stench	R C R	0.25 4.00 3.00	0.25 3.00 3.00	0.10 3.00 3.00	Duncan Kinslayer Extentions Fenris	R R R	5.00 4.10 4.00	5.00 ▲ 4.00 ▲ 4.00 ▲	3.00 3.00 3.00
e IV (A) s Stench ne Sandcrawler	R C R U	0.25 4.00 3.00 1.00	0.25 3.00 3.00 1.00	0.10 3.00 3.00 0.80	Duncan Kinslayer Extentions Fenris Final Stand	R R R R	5.00 4.10 4.00 4.10	5.00 A 4.00 A 4.00 A 4.00 A	3.00 3.00 3.00 3.00
e IV (A) s Stench ne Sandcrawler ne Speeder	R C R R U U	0.25 4.00 3.00 1.00 1.00	0.25 3.00 3.00 1.00 1.00	0.10 3.00 3.00 0.80 0.80	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows	R R R R U	5.00 4.10 4.00 4.10 1.00	5.00 A 4.00 A 4.00 A 4.00 A 0.90 A	3.00 3.00 3.00 3.00 0.50
e IV (A) s Stench ne Sandcrawler ne Speeder ihter DS-3-12	R C R R U U C	0.25 4.00 3.00 1.00 1.00 0.25	0.25 3.00 3.00 1.00 1.00 0.25	0.10 3.00 3.00 0.80 0.80 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate	R R R R U R	5.00 4.10 4.00 4.10 1.00 5.00	5.00 A 4.00 A 4.00 A 4.00 A 0.90 A 4.00 A	3.00 3.00 3.00 3.00 0.50 3.30
e IV (A) s Stench ne Sandcrawler ne Speeder hter DS-3-12 hter DS-55-6	R C R R U U C C	0.25 4.00 3.00 1.00 1.00 0.25 0.25	0.25 3.00 3.00 1.00 1.00 0.25 0.25	0.10 3.00 3.00 0.80 0.80 0.10 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor	R R R R U R	5.00 4.10 4.00 4.10 1.00 5.00 4.00	5.00 A 4.00 A 4.00 A 4.00 A 0.90 A 4.00 A	3.00 3.00 3.00 3.00 0.50 3.30 3.00
e IV (A) s Stench ne Sandcrawler ne Speeder wher DS-3-12 wher DS-55-6 wher DS-61-9	R C R R U U C C C	0.25 4.00 3.00 1.00 1.00 0.25 0.25 0.25	0.25 3.00 3.00 1.00 1.00 0.25 0.25 0.25	0.10 3.00 3.00 0.80 0.80 0.10 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal	R R R R U R U	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00	5.00 A 4.00 A 4.00 A 4.00 A 0.90 A 4.00 A 1.00	3.00 3.00 3.00 3.00 0.50 3.30 3.00 0.90
e IV (A) s Stench ne Sandcrawler ne Speeder ihter DS-3-12 ihter DS-55-6 ihter DS-61-9 ihter DS-73-3	R C R R U U C C C C	0.25 4.00 3.00 1.00 1.00 0.25 0.25 0.25 0.25	0.25 3.00 3.00 1.00 1.00 0.25 0.25 0.25 0.25	0.10 3.00 3.00 0.80 0.80 0.10 0.10 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion	R R R R U R U U	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00	5.00 A 4.00 A 4.00 A 0.90 A 4.00 A 1.00 1.00	3.00 3.00 3.00 3.00 0.50 3.30 3.00 0.90 0.90
e IV (A) s Stench ne Sandcrawler ne Speeder ihter DS-3-12 ihter DS-55-6 ihter DS-61-9 ihter DS-73-3 ihter Elite Pilot	RCRRUUCCCCU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.80	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy	R R R R U R R U U R	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10	5.00 \$\text{\tin\text{\texit{\tex{\text{\texi}\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\t	3.00 3.00 3.00 0.50 3.30 3.00 0.90 0.90 3.00
e IV (A) s Stench ne Sandcrawler ne Speeder ihter DS-3-12 inter DS-55-6 inter DS-61-9 inter DS-73-3 ihter Elite Pilot inter Pilot	RCRRUUCCCCUC	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25	0.25 3.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25	0.10 3.00 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.80 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk	R R R R R U R R U U R R	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 1.00 1.00 4.00 A 4.10	3.00 3.00 3.00 0.50 3.30 3.00 0.90 0.90 3.00 3.00
e IV (A) s Stench ne Speeder ihtter DS-3-12 lihter DS-55-6 lihter DS-61-9 ihter DS-73-3 ihter Elite Pilot lihter Pilot ihter Squad	RCRRUUCCCCUCC	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 0.25	0.25 3.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25	0.10 3.00 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.80 0.10 0.1	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe	R R R R R U R R U U R R R	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 1.00 1.00 4.00 A	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 3.00
PV (A) S Stench ne Sandcrawler ne Speeder inter DS-3-12 inter DS-55-6 inter DS-61-9 inter DS-73-3 inter Pilot inter Pilot inter Squad A)	RCRRUUCCCCUCCR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.80 0.10 0.1	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard	R R R R U R R U U R R R U	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00	5.00 \(\text{4.00} \) \(\text{4.10} \) \(\text{4.00} \) \(\text{6.00} \) \(\tex	3.00 3.00 3.00 0.50 3.30 3.00 0.90 0.90 3.00 3.00 3.00 0.50
e IV (A) s Stench e Sandcrawler ne Speeder ihter DS-3-12 ihter DS-55-6 ihter DS-57-3 ihter DS-73-3 ihter Elite Pilot ihter Pilot ihter Squad A) r Beam	R C R R U U C C C C U C C R R	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3:00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno	R R R R U R R U U R R R U R	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00 4.00	5.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.00 \(\) 4.10 4.00 \(\) 6.90 \(\) 3.30	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 3.00 0.50 3.00
e IV (A) s Stench s Stench e Sandcrawler ne Speeder ihter DS-3-12 ihter DS-55-6 ihter DS-61-9 ihter DS-73-3 ihter Elite Pilot ihter Squad A) s Bearn n Sharpshooter	RCRRUUCCCCUCCRRU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3.00 1.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3.00 1.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferio Johan Halfblooded	R R R R R U R R U U R R R U R R	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00 4.00 6.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 1.00 4.00 A 4.10 A 4.00 A 3.30 5.00 V	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 3.00 0.50 3.00 4.10
IV (A) s Stench s Sandcrawler ne Speeder hiter DS-3-12 hiter DS-55-6 hiter DS-73-3 hiter Elite Pilot hiter Squad A) r Beam s Sharpshooter s Squad	RCRRUUCCCCUCCRRUC	0.25 4.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 1.00 0.25	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3.00 1.00 0.25	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 3.00 3.0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus	RRRRURRUURRRURRR	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00 4.00 6.00 5.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 1.00 4.00 A 4.10 A 4.00 A 5.00 V 4.10	3.00 3.00 3.00 0.50 3.30 3.00 0.90 0.90 3.00 3.00 3.00 0.50 3.00 4.10 4.00
e IV (A) s Stench s Stench e Sandcrawler ne Speeder ihter DS-3-12 ihter DS-55-6 ihter DS-61-9 ihter DS-73-3 ihter Elite Pilot ihter Squad A) s Bearn n Sharpshooter	RCRRUUCCCCUCCRRUCR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 0.25 3.00 3.00 0.25 3.00 0.25 3.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 3.00 3.0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflerno Johan Halfblooded Kerebrus Keridwen	RRRRURRUURRRURRRU	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00 6.00 5.00 1.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.10 A 4.00 A 5.00 V 4.10 C 90 A 4.00 C 9	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 3.00 0.50 3.00 4.10 4.00 0.50
IV (A) s stenderawler ne Speeder hiter DS-3-12 hiter DS-5-6 hiter DS-61-9 hiter DS-73-3 hiter Elite Pilot hiter Squad A) r Beam n Sharpshooter 1 Squad Ruß''R (A) s Grip S Grip	RCRRUUCCCCUCCRRUCRU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 0.25 3.00 1.00 0.25 3.00 1.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 0.25 3.00 3.00 1.00 0.25 3.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 3.00 0.80 0.10 3.00 0.80 0.10	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk Imperial Guard Inferial Guard Johan Halfblooded Kerebrus Keridwen King Xod	RRRRURRUURRRURRRUR	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 1.00 6.00 5.00 1.00 5.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.10 A 4.00 A 5.00 V 4.10 C 90 A 4.00 C 9	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 3.00 0.50 3.00 4.10 4.00 0.50
I V (A) s Stench le Sandcrawler le Speeder inter DS-3-12 inter DS-5-6 inter DS-61-9 inter DS-67-3 inter Elite Pilot inter Pilot inter Pilot inter Squad A) Beam a Sharpshooter I Squad Ruß'R'R (A) s Grip is Interference	RCRRUUCCCCUCCRRUCRUU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 1.00 0.25 3.00 1.00 0.25	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Interno Johan Halfblooded Kerebrus Keridwen King Xod Krun	RRRRRURRUURRRURRRURX	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 6.00 5.00 1.00 5.00 4.00	5.00 A 4.00 A 4.10 A 4.00 A 4.	3.00 3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 0.50 3.00 4.10 4.00 0.50 4.00 3.00
I IV (A) s Stench le Sandcrawler le Speeder Inter DS-3-12 Inter DS-55-6 Inter DS-61-9 Inter DS-61-9 Inter Pilot Inter Squad A) Beam I Sharpshooter I Squad Rul'R'R (A) s Grip Interference s Leadership	RCRRUUCCCCUCCRRUCRUUR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 1.00 3.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 3.00 3.00 0.80 0.10 3.00 0.80 0.80 0.80 0.80	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflerno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané	RRRRRURRUURRRURRRURXR	5.00 4.10 4.00 4.10 1.00 5.00 4.00 1.00 4.10 5.00 4.10 5.00 4.00 6.00 5.00 4.00 4.00 4.00 4.00 4.00	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.10 A 4.00 A 4.10 A 4.	3.00 3.00 3.00 0.50 3.00 0.90 0.90 3.00 3.00 3.00 4.10 4.00 0.50 4.00 3.00
I V (A) s Stench le Sandcrawler le Speeder inter DS-3-12 inter DS-5-6 inter DS-61-9 inter DS-67-3 inter Elite Pilot inter Pilot inter Pilot inter Squad A) Beam a Sharpshooter I Squad Ruß'R'R (A) s Grip is Interference	RCRRUUCCCCUCCRRUCRUURR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 4.00	0.25 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 1.00 3.00	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos	RRRRRURRUURRRURRRURXRR	5.00 4.10 4.00 4.10 5.00 4.00 1.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 4.00 5.00 4.00 4.10 4.00 4.10 4.00 4.00 4.00 4	5.00 A 4.00 A 4.10 V 4.00 V 4.	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.50 3.00 4.10 4.00 4.00 4.00 3.00 4.10 4.00 3.00 3.00
I V (A) s Stench le Sandcrawler le Speeder inter DS-3-12 inter DS-5-6 inter DS-61-9 inter DS-67-3 inter Elite Pilot inter Pilot inter Pilot inter Squad A) Beam 1 Sharpshooter 1 Squad Ruß'r''R (A) s Grip Is Interference s Leadership s I Iterference s Leadership s TIE Fighter (A) s TIE Fighter (B)	RCRRUUCCCCUCCRRUCRUURRU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 4.00 4.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 1.00 3.00	0.10 3.00 3.00 0.80 0.10 0.10 0.10 0.10 0.10 3.00 3.00 0.80 0.10 3.00 0.80 0.80 0.80 0.80	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos	RRRRURRUURRRURRRURXRRR	5.00 4.10 4.00 4.10 5.00 4.00 1.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 A 4.00 A 4.10 A 4.10	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 4.10 4.00 0.50 3.00 4.00 3.00 4.00 4.00 4.00
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-61-9 litter DS-12 litter Pilot litter Pilot litter Stench litter Sendad A) r Bearn Sharpshooter 1 Squad Rul'R'R (A) s Grip s Interference s Leadership s TLE Fighter (A)	RCRRUUCCCCUCCRRUCRUURRUroyer	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00 3.00 4.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00 3.00 1.00 0.25 3.00 1.00 0.25	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.30 0.10 0.30 0.80 0.10 3.00 0.80 0.10 3.00 0.80 0.80 0.80 0.80 0.80 0.80 0.8	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lattos Lieutenant Dunbar Logan Ebonwoulfe	RRRRURRUURRRURRRURXRRRX	5.00 4.10 4.00 4.10 1.00 5.00 4.00 4.10 5.00 4.10 5.00 4.10 5.00 4.00 5.00 4.00 5.00 4.00 4.00 4.0	5.00 ± 4.	3.00 3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 4.10 4.00 0.50 4.00 3.00 4.00 3.00 4.00 3.00
I V (A) s Stench le Sandcrawler le Speeder inter DS-3-12 inter DS-5-6 inter DS-61-9 inter DS-67-3 inter Elite Pilot inter Pilot inter Pilot inter Squad A) Beam 1 Sharpshooter 1 Squad Ruß'r''R (A) s Grip Is Interference s Leadership s I Iterference s Leadership s TIE Fighter (A) s TIE Fighter (B)	RCRRUUCCCCUCCRRUCRUURRU royc	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00 3.00 4.00 1.00	0.25 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe	RRRRURRUURRRURXRRRXR	5.00 4.10 4.00 4.10 5.00 5.00 4.10 4.10 4.10 4.10 5.00 4.10 4.00 5.00 4.10 4.00 5.00 4.10 4.00 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 6.00 4.10 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 ± 4.00	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 3.00 4.10 4.00 3.00 3.00 4.05 4.00 3.00 3.00 3.00 3.00 3.00 4.10 4.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
I V (A) s Stench le Sandcrawler le Speeder inter DS-3-12 inter DS-5-6 inter DS-61-9 inter DS-67-3 inter Elite Pilot inter Pilot inter Pilot inter Squad A) Beam 1 Sharpshooter 1 Squad Ruß'r''R (A) s Grip Is Interference s Leadership s I Iterference s Leadership s TIE Fighter (A) s TIE Fighter (B)	RCRRUUCCCUCCRRUCRUURRU royCR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 4.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 0.25 3.00 3.00 3.00 0.00 3.00 0.00 3.00 0 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00	0.10 3.00 0.80 0.10 0.10 0.10 0.10 0.10 3.00 0.80 0.10 3.00 0.80 0.80 0.80 0.80 0.80 0.80 0.8	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflemo Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Logan Ebonwouffe Lord Gahid Rellion Loyalty's Reward	RRRRURRUURRRURXRRRXRR	5.00 4.10 4.00 4.10 5.00 4.00 1.00 4.10 4.10 4.10 4.00 5.00 4.10 4.00 4.00 4.10 4.00 5.00 4.00 5.00 4.00 5.00 4.00 5.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 A 4.00 A 4.10 A 4.	3.00 3.00 0.50 3.30 0.50 3.30 0.90 3.00 3.00 4.10 4.00 4.00 3.00 3.00 4.10 4.00 3.00 3.00 3.00 3.00
I IV (A) s S tench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-73-3 litter Elite Pilot litter Pilot litter Pilot litter Pilot litter Pilot litter Stand A) r Beam s Sharpshooter 1 Squad RuR R'R (A) s Grip s Interference s Leadership s TIE Fighter (B) s TIE Fighter (B) y-Class Star Dest	RCRRUUCCCCUCCRRUCRUURRU royc	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 1.00 0.25 3.00 3.00 4.00 1.00	0.25 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent	RRRRURRUURRRURXRRRXRRURXRRRXRRU	5.00 4.10 4.00 5.00 4.00 1.00 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.00 5.00 4.00 5.00 5.00 5.00 5.0	5.00 \(\text{4.00} \) \(\text{4.10} \) \(\text{4.00} \) \(\text{4.10} \) \(\text{4.10} \) \(\text{4.00} \) \(\text{4.00} \) \(\text{4.10} \) \(\text{4.00} \) \(\text{4.00} \) \(\text{4.10} \) \(\text{4.00} \) \(\tex	3.00 3.00 0.50 3.30 0.50 3.30 0.90 3.00 3.00 3.00 4.10 4.00 5.50 4.00 3.00 3.00 4.10 4.00 3.00 3.00
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 litter DS-55-6 litter DS-61-9 litter DS-61-9 litter Pilot litter Pilot litter Pilot litter Pilot litter Stench A) r Beam I Sharpshooter I Squad Ruß'R'R (A) s Grip s Interference s Leadership s TIE Fighter (A) s TIE Fighter (A) s TIE Fighter (A) s TIE Fighter (B) s TIE Fighter	RCRRUUCCCUCCRRUCRUURRU royCR	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 4.00	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 0.25 3.00 3.00 3.00 0.00 3.00 3.00 3.00 3.0	0.10 3.00 0.80 0.10 0.10 0.10 0.10 0.10 3.00 0.80 0.10 3.00 0.80 0.80 0.80 0.80 0.80 0.80 0.8	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Hrousuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Mail of Virtue	RRRRURRUURRRURXRRRXRRURXRR	5.00 4.10 4.00 5.00 1.00 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 4.00 5.00 4.00 5.00 4.00 5.00 4.10 4.10 4.10 5.00 4.00 5.00 4.00 5.00 4.00 5.00 5.0	5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 1.00 C 90 A 4.00 A 1.00 C 90 A 4.00 A	3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 3.00 4.10 4.00 3.00 4.00 3.00 4.00 3.00 3.00 4.00 3.00 3
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-3-12 Inter DS-5-6 Inter DS-61-9 Inter DS-73-3 Inter Elite Pilot Inter Pilot Inter Sead A) r Beam sharpshooter 1 Squad AuR RTR (A) s Grip s Interference s Leadership s ITE Fighter (B) s TIE Fighter (B) y-Class Star Dest e Antilles (A) immed Shot (A)	RCRRUUCCCCUCCRRUCRUURRU POCRCU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 1.00 3.00 4.00 1.00 0.25 4.00 0.25	0.25 3.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflemo Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Logan Ebonwouffe Lord Sahid Rellion Loyalty's Reward Maidenhair Serpent Mail of Virtue Mass Blessing	RRRRRURRURRRURXRRRXRRURR	5.00 4.10 4.00 5.00 4.00 1.00 4.10 5.00 4.10 5.00 4.10 4.00 5.00 4.10 4.00 5.00 4.10 4.00 5.00 4.10 4.00 6.00 5.00 4.10 6.00 5.00 4.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 \(\text{\te}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{	3.00 3.00 0.50 3.30 0.90 0.90 3.00 3.00 4.10 4.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0
I IV (A) s Stench le Sandcrawler le Speeder Inter DS-3-12 Inter DS-55-6 Inter DS-61-9 Inter DS-61-9 Inter Pilot Inter Squad A) s Grip Inter Pilot Inter Pilot Inter Squad S Grip Inter (A) s Grip Inter Interference s Leadership Inter Interference s Leadership Inter (A) Interference Interference s Leadership Inter Interference Int	RCRRUUCCCCUCCRRUCRUURRU POCRCU	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 4.00 1.00	0.25 3.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 3.00 0.25 3.00 0.00 0.00 0.00 0.00 0.00 0.00 0.0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Mail of Virtue Mass Blessing Masster Anandale	RRRRRURRRURRRURXRRRXRRURRR	5.00 4.10 4.00 5.00 4.00 1.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 4.00 5.00 4.10 4.00 5.00 4.10 4.10 4.10 6.00 5.00 4.10 4.10 4.10 6.00 5.00 4.00 4.00 4.10 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 A 4.00 A A 4.00	3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 0.50 3.00 0.50 3.00 0.50 3.00 0.50 3.00 4.00 3.00 3.00 4.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 4
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-5-6 litter DS-61-9 litter DS-61-9 litter PS-13-3 inter Elite Pilot litter Pilot litter Pilot litter Syaud A) r Beam I Sharpshooter I Squad Ruß'R'R (A) s Grip s Interference s Leadership s TIE Fighter (B) y-Class Star Dest e Antilles (A) imed Shot (A) q Atack Formatio p Red One	RCRRUUCCCCUUCCRRUCRUURRU POCRCUCC	0.25 4.00 3.00 1.00 0.25 0.25 0.25 1.00 0.25 0.25 3.00 1.00 0.25 3.00 4.00 1.00 0.25 3.00 3.00 1.00 0.25 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 3.00 1.00 0.25 3.00 3.00	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Maid of Virtue Mass Blessing Master Annadale Meteor Swarm	RRRRRURRURRRURXRRRXRRURRRRRRRRRRRRRRRRR	5.00 4.10 4.00 5.00 4.00 1.00 1.00 4.10 5.00 4.10 5.00 4.10 5.00 4.00 5.00 4.00 5.00 4.10 4.00 5.00 4.10 4.10 4.10 4.10 4.10 4.10 4.10 4	5.00 A 4.00 A 4.	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 3.00 4.10 4.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 4
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-61-9 litter DS-73-3 litter Elite Pilot litter Pilot litter Pilot litter Sead A) r Beam s Sharpshooter 1 Squad RuR R'R (A) s Grip s Interference s Leadership s TIE Fighter (B) y-Class Star Dest e Antilles (A) immed Shot (A) p Attack Formatio p Red One p Red Three	RORRUUCCCCUCCRUCRUURRU POCRCUCCC	0.25 4.00 3.00 0.25 0.25 0.25 0.25 0.25 3.00 3.00 1.00 0.25 3.00 1.00 0.25 4.00 0.25 4.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.10 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Mail of Virtue Mass Blessing Masster Anandale	RRRRRURRRURRRURXRRRXRRURRRRUR	5.00 4.10 4.10 5.00 1.00 1.00 4.10 1.00 4.10 1.00 4.10 4.1	5.00 A 4.00 A A 4.00	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 3.00 4.10 4.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 4
I IV (A) s Stench le Sandcrawler le Speeder Inter DS-3-12 Inter DS-55-6 Inter DS-61-9 Inter DS-61-9 Inter PS-61-9 Inter PS-13-3 Inter Elite Pilot Inter Ps-13-3 Inter Pilot Inter Pseuda A) Beam a Sharpshooter a Squad A) S Grip S ITE Fighter (A) s Grip S TIE Fighter (A) s TIE Fighter (B) y-Class Star Dest e Antilles (A) imed Shot (A) y Attack Formatio Red One PR One p Red Three p Red Three p Red Two	RORRUUCCCCCCRRUCRUURRU poc CCCCC	0.25 4.00 3.00 0.25 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 4.00 0.25 4.00 0.25 5.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 1.00 0.25 0.25 0.25 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 3.00 0.10 3.00 0.10 3.00 0.80 0.10 3.00 0.80 0.10 3.00 0.10 0.80 0.10 0.10 0.80 0.10 0.80 0.10 0.1	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Maid of Virtue Mass Blessing Master Annadale Meteor Swarm	RRRRRURRURRRURXRRRXRRURRRRRRRRRRRRRRRRR	5.00 4.10 4.00 5.00 4.00 1.00 1.00 4.10 5.00 4.10 5.00 4.10 5.00 4.00 5.00 4.00 5.00 4.10 4.00 5.00 4.10 4.10 4.10 4.10 4.10 4.10 4.10 4	5.00 A 4.00 A 4.	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 0.50 3.00 4.10 4.00 3.00 3.00 3.00 4.10 4.00 3.00 3.00 4.00 4.00 4.00 4.00 5.00 5.00 5.00 5
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-61-9 litter PS-13-3 inter Elite Pilot litter Pilot litter Pilot litter Sydad A) Beam I Sharpshooter 1 Squad Ruß-R'R (A) s Grip s Interference s Leadership s TIE Fighter (A) s TIE Fighter (B) y-Class Star Dest e Antilles (A) imed Shot (A) A tack Formatio Red One Red Three Red One 1 Red Three 1	RORRUUGGGGGGGRRUGRUURRU poc RCUCGGGR	0.25 4.00 3.00 0.25 0.25 0.25 0.25 0.25 3.00 0.25 3.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 3.00 5.00 1.00 0.25 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	0.25 3.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 3.00 3.00 3.00 3.00 0.25 1.00 0.25 3.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflemo Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Mailor Virtue Mass Blessing Master Anandale Masser Nandale Masser Mandale Master Anandale Masser Swarm Nothrog Armor	RRRRRURRRURRRRURXRRRXRRURRRURR	5.00 4.10 4.10 5.00 1.00 1.00 4.10 1.00 4.10 1.00 4.10 4.1	5.00 A 4.00 A 4.10 V 4.10 V 4.00 A A 4.00 A 4.00 A	3.00 3.00 3.00 0.50 3.30 0.90 0.90 0.90 3.00 3.00 4.10 4.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 4
I V (A) s S tench le Sandcrawler le Speeder litter DS-3-12 Inter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-73-3 Inter Elite Pilot litter Pilot litter Pilot litter Syad A) r Beam s Sharpshooter 1 Squad RuR R'R (A) s Grip s Interference s Leadership s TIE Fighter (B) y-Class Star Dest e Antilles (A) immed Shot (A) p Attack Formatio p Red Two 1 Red Two 2 Hangar Base 10 Transport	RORRUUCCOCOUCRRUCRUURRU POCRCUCCOCCRC.	0.25 4.00 0.25 0.25 0.25 0.25 1.00 0.25 1.00 0.25 1.00 0.25 3.00 3.00 4.00 1.00 0.25 4.00 0.25 4.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 3.00 1.00 0.25 3.00 3.00 1.00 0.25 3.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Mail of Virtue Mass Blessing Master Anandale Meteor Swarm Nothrog Armor Poison	RRRRRURRRURRRURXRRRXRRURRRRUR	5.00 4.10 4.00 5.00 4.10 1.00 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 5.00 4.10 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6	5.00 A 4.00 A 4.	3.00 3.00 3.00 0.50 0.90 3.00 3.00 0.90 3.00 0.50 3.00 0.50 3.00 0.50 3.00 3.0
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 litter DS-55-6 litter DS-61-9 litter PS-18-19 litter Pilot litter Pilot litter Pilot litter Pilot litter Pilot litter Sender	RORRUUCCOCOUCRRUCRUURRU POCRCUCCOCCRC.	0.25 4.00 0.25 0.25 0.25 0.25 1.00 0.25 1.00 0.25 3.00 3.00 4.00 1.00 0.25 4.00 0.25 3.00 0.25 3.00 3.00 4.00 0.25 5.00 5.00 5.00 5.00 5.00 5.00 5	0.25 3.00 1.00 1.00 0.25 0.25 1.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 0.25 3.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Mail of Virtue Mass Blessing Master Anandale Meteor Swarm Nothtrog Armor Poison Poisoned Blade Power Word: Kill Prepared for Battle	REREALANCE SALVER	5.00 4.10 4.00 4.00 4.00 4.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 4	5.00 A 4.00 A 4.	3.00 3.00 3.00 0.50 3.30 3.30 3.30 3.00 0.90 3.00 0.50 3.00 0.50 3.00 3.00 3.00 4.00 3.00 3.00 3.00 4.00 3.00 3
I V (A) s S tench le Sandcrawler le Speeder litter DS-3-12 Inter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-73-3 Inter Elite Pilot litter Pilot litter Pilot litter Syad A) r Beam s Sharpshooter 1 Squad RuR R'R (A) s Grip s Interference s Leadership s TIE Fighter (B) y-Class Star Dest e Antilles (A) immed Shot (A) p Attack Formatio p Red Two 1 Red Two 2 Hangar Base 10 Transport	RORRUUCCCCUCCRRUCRUURRU per CUCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	0.25 4.00 0.25 0.25 0.25 0.25 1.00 0.25 1.00 0.25 1.00 0.25 3.00 3.00 4.00 1.00 0.25 4.00 0.25 4.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 3.00 1.00 0.25 3.00 3.00 1.00 0.25 3.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Maid of Virtue Mass Blessing Master Anandale Meteor Swarm Nothrog Armor Poison Blade Power Word: Kill Prepared for Battle Prince Alaric	RRRRRURRRURRRURXRRRXRRURRRRRRRRRRRRRRRR	5.00 4.10 4.00 4.00 4.00 4.00 4.00 4.10 5.00 4.10 5.00 4.10 4.00 4.00 4.00 4.00 4.00 4.00 4	5.00 A 4.00 A 4.	3.00 3.00 0.50 3.00 0.50 3.00 0.90 0.90 3.00 0.50 3.00 0.50 3.00 4.10 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 4
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 litter DS-55-6 litter DS-61-9 litter PS-10-10 litter PS-10-10 litter PS-10-10 litter PS-10-10 litter PS-10-10 litter Pilot litter PS-10-10 litter Pilot litter PS-10-10 litter Pilot litter PS-10-10 litter Pilot litter Pilot litter PS-10 litter Pilot litter PS-10 litter PS	RORRUUGGGGGGRAUGRUUGRAUGGGGGGGGGGGGGGGGG	0.25 4.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 1.00 0.25 3.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 1.00 0.25 0.25 1.00 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 1.00 0.25 0.25 0.20 1.00 0.25	0.10 3.00 0.80 0.10 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inflemo Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maid of Virtue Mass Blessing Master Anandale Meteor Swarm Nothrog Armor Poisone Blade Power Word: Kill Prepared for Battle Prince Alaric Princes Sashova	REERECTER CARREST CONTRACTOR CONTR	5.00 4.10 4.10 1.00 5.00 5.00 4.00 4.10 1.00 4.10 5.00 5.00 4.10 4.00 4.00 4.00 4.00 4.00 4.00 4	5.00 A 4.00 A 4.	3.00 3.00 0.50 0.50 3.00 0.90 0.90 3.00 0.50 3.00 0.50 3.00 0.50 3.00 4.00 4.00 4.00 4.00 4.00 0.50 3.00 3.00 3.00 3.00 3.00 3.00 3
I IV (A) s Stench le Sandcrawler le Speeder litter DS-3-12 Inter DS-5-6 litter DS-61-9 litter DS-61-9 litter DS-61-9 litter DS-61-9 litter DS-61-9 litter DS-61-9 litter Pilot litter Pilot litter Pilot litter Pilot litter Stand A) r Beam Sharpshooter 1 Squad Rul'R'R (A) s Grip s Interference s Leadership s TIE Fighter (A) s TIE Fighter (B) y-Class Star Dest e- Antilles (A) limed Shot (A) Altack Formatio Red One Red Three Red One Red Three Red One 1 Hangar Base Do Transport 4 Light Freighter (Gold One	RORRUUGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG	0.25 4.00 1.00 1.00 0.25 0.25 0.25 1.00 0.25 3.00 1.00 0.25 3.00 1.00 0.25 4.00 0.25 4.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 3.00 1.00 1.00 0.25 0.25 1.00 0.25 3.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 3.00 0.80 0.80 0.10 0.10 0.10 0.10 0.10 0	Duncan Kinslayer Extentions Fenris Fenris Final Stand Flame Arrows Glyph of Fate Hammer of Peronor Hassimal Healing Potion Holy Energy Husuk If You Still Breathe Imperial Guard Inferno Johan Halfblooded Kerebrus Keridwen King Xod Krun Lady Ersané Lathos Lieutenant Dunbar Logan Ebonwoulfe Lord Gahid Rellion Loyalty's Reward Maidenhair Serpent Maid of Virtue Mass Blessing Master Anandale Meteor Swarm Nothrog Armor Poison Blade Power Word: Kill Prepared for Battle Prince Alaric	RRRRRURRRURRRURXRRRXRRURRRRRRRRRRRRRRRR	5.00 4.10 4.00 4.00 4.00 4.00 4.00 4.10 5.00 4.10 5.00 4.10 4.00 4.00 4.00 4.00 4.00 4.00 4	5.00 A 4.00 A 4.	3.00 3.00 0.50 0.50 3.00 0.90 0.90 3.00 0.50 3.00 0.50 3.00 0.50 3.00 4.00 4.00 4.00 4.00 4.00 0.50 3.00 3.00 3.00 3.00 3.00 3.00 3



			wantora
Robe of the Wind R 4.00 4.00 a 3.00 TOP FOIL CARDS RAR UPR MED LC	Shadow of Lies F 6.70 6.00 5.00 Snow Elk Mount F 6.00 5.90 5.00	Armor of Malluk R 3.00 3.00 2.90 Azh'guttk U 1.00 0.90 0.70	Resistance C 0.25 0.15 0.10 Ronan Cody U 1.00 1.00 0.80
Sandstone Gargoyle U 1.00 1.00 0.90 Blackwind F 7.60 6.20 5. Sethusk R 5.00 4.10 3.00 Bracers of Ogre Power F 8.00 7.70 6.	Stormwraith's Oath F 6.00 6.00 5.20	Back Alley Tavem C 0.25 0.15 0.10 Bane C 0.25 0.15 0.10	Rreg'jen X 3.00 2.80 2.10 Sacred Altar U 1.00 1.00 0.80
Shield Bash U 1.00 0.90▲ 0.50 Breastplate of Power F 8.00 7.70 6.	Unclean Spirits F 6.70 6.00 5.00	Baraxton Defense C 0.25 0.15 0.10 Bek'tor Elshemeer U 1.00 0.90 0.70	Sarakian Battle Cat C 0.25 0.15 0.10
Sir Robert the Vigilant X 4.00 4.00 3.00 Portable Hole F 7.60 6.20 4.	CARD NAME RAR UPR MED LOW	Beniss Caolwader U 1.00 0.90 0.70	Serrated Broadsword U 1.00 1.00 0.80
Slovien R 4.00 4.00 3.00 Premonition F 7.60 6.20 4. Sorscha R 5.00 4.90 4.00 Prismatic Spray F 7.60 6.20 4.		Blackiron Dagger X 2.60 2.30 1.70 Blackiron Medallion R 3.00 3.00 2.90	Shadowreaver R 4.90 4.40 3.80 Sigil of Strength R 4.20 3.50 3.00
Strike True R 4.00 3.30 3.00 Rac Ironbone F 7.60 6.20 4.		Blackiron Shield X 2.60 2.30 1.70 Blackiron Wand X 2.60 2.30 1.70	Silver Bane R 5.40 3.00 3.00 Sirenspawn R 6.90 4.00 3.00
Summon Monster R 4.00 3.30 Vorpal Blade F 8.10 6.20 4.	Kul of Clan Tergoth R 3.50 3.00 2.60	Blackoak Arrows C 0.25 0.15 0.10 Blessed Ground C 0.25 0.15 0.10	Skincrawler C 0.25 0.15 0.10
Tenheroth B 5.00 4.00 4.00 CARD NAME RAR UPR MED LO	Lord Winter X 5.50 4.00 3.30	Blood Oath C 0.25 0.15 0.10	Sledge C 0.25 0.15 0.10
Test of Faith R 4.00 4.00 3.00 Amulet of Force R 3.90 3.40 3.00 The Beast Knight R 4.00 4.00 3.00 Anton Cyldragen X 5.90 4.90 Anton Cyldragen X 5.90 Anton Cyldragen X 5.90 Anton Cy	Shadow of Lies R 3.40 3.00 3.00	Bow of Destruction X 3.00 2.80 2.10	Son of the Clouds U 1.00 0.90 0.70 Soul Binding U 1.00 1.00 0.80
The King's Lady R 4.00 4.00 4.00 Black Tom of Corinth X 4.00 4.00 3.	Ter-Soth R 4.20 4.00 ▼ 3.50	Bracers of Deflection U 1.00 0.70 0.45 Breach the Wall U 1.00 0.90 0.70	Soul Blade R 3.50 3.00 3.00 Staff of Reincarnation R 3.80 3.00 3.00
Too Fast to See R 5.00 4.10 3.00 Blackwill R 5.50 4.00 3.00 R 5.50 4.00 8.00 R 5.50 4.00 R 5.50		Burn It to the Ground C 0.25 0.15 0.10 Burr Under the Saddle U 1.00 0.90 0.70	Staff of Secrets C 0.25 0.15 0.10 Staunch U 1.00 0.90 0.70
Toren Yscar R 6.60 5.00 4.00 Breastplate of Power R 4.80 4.00 3. Truth U 1.00 1.00 0.90 Daedelia R 3.60 3.40 3.		By Cover of Night R 3.50 3.00 3.00 By the Seat of Your Pants R 3.00 3.00 3.00	Stem U 1.00 1.00 0.80 Stonefist R 3.50 3.00 3.00
Uthanak X 4.00 4.00 3.00		Captain Dukat X 3.00 2.80 2.10 Cashious C 0.25 0.15 0.10	Storm Shadow C 0.25 0.15 0.10
Vahdrok the Crippler R 4.10 4.00 ▲ 3.00 Portable Hole R 4.30 4.00 ▲ Varg R 4.00 ▲ 4.00 ▲ 3.00 Premonition R 4.00 ▲ 4.00 ▲	Nest of Vipers Starter Box 96.50 86.50 85.75	Castle Gate U 1.00 0.90 0.70 Cloak of Brilliance R 3.00 3.00 2.90	Stormchaser R 7.50 4.00 3.00 Strong Arm U 1.00 0.90 0.70
War Horse U 1.00 0.90 0.50 Prismatic Spray R 4.00 4.00 3.	Nest of Vipers Starter Deck 10.00 9.80 9.50	Cloudracer U 1.00 0.90 0.70	Stupid Luck R 3.90 3.00 3.00 Sulluman U 1.00 0.90 0.70
Wyvemsting Bow R 4.00 3.50 3.00 Senek the Poisoner R 4.30 3.50 2.	Parallel Foil card 6.00 5.80 4.00	Cobalt Gargoyle	Summon Object U 1.00 1.00 0.80 Syad R 3.90 3.00 3.00
BLACK KHIVES (309 cards 100 foils) Thunderhammer R 4.90 3.50 2.	Uncommon card 1.00 0.70 0.50	Cursed Spellbook R 3.30 3.00 3.00 Daric Tully C 0.25 0.15 0.10	Symbol of Warding C 0.25 0.15 0.10 Tavern Brawl R 3.30 3.00 3.00
Black Knives Set 466.50 466.50 466.50 10me of Champions X 4.00 4.00 3.	Fixed card (X) 3.90 3.00 2.50	Dark Blades, Dark Tidings U 1.00 0.90 0.70 Defensive Wall C 0.25 0.15 0.10	The Lady's Doom R 3.00 3.00 2.90
Starter Box 91.75 91.25 \(\) 90.50 Tome of Shadows X 4.00 4.00 3. Tome of the Archmage X 5.90 4.90 \(\) 3.00		Digger C 0.25 0.15 0.10 Disquise Kit R 3.30 3.00 3.00	Through a Table U 1.00 0.90 0.70 Thunic Roc R 4.00 3.50 3.00
Booster Pack 3.10 3.00 3.00 Vorgurn R 4.50 3.50 2.	O Avatar of Power F 9.70 6.00 4.00	Divine Protection and Guidance	Time Stop R 3.50 3.00 3.00 Treetalk U 1.00 1.00 0.80
Parallel Foil card 7.10 6.00 5.00 Whirlwind Attack R 4.00 3.50 2.	0 1 5 0 1 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5	Divine Selection R 3.30 3.00 3.00	Trembling Earth U 1.00 0.90 0.70 Trench X 3.00 2.80 2.10
Uncommon card 0.80 0.50 0.50 G000 & EVIL (162 cards+50 foils) Common card 0.20 0.10 0.10 Good & EVIL Set 144.75 139.50 134.	Garth Drac F 9.70 6.00 4.00	Draljaca Tar C 0.25 0.15 0.10 Draven R 4.20 3.50 3.00	Twist of Fate C 0.25 0.15 0.10 Use Magic Device R 3.30 3.00 3.00
Fixed card (X) 2.70 2.50 2.30 Starter Box 87.00 86.25 85.	Krait F 9.70 6.00 4.00	Duke Blackthome R 3.00 3.00 2.90 Dustin St. Gulik R 3.00 3.00 2.90	Uthanak's Tower U 1.00 0.90 0.70
Bracers of Ogre Power F 8.10 8.00 7.00 Starter Deck 10.00 10.004 9.1	Rocetmal F 9.70 6.00 4.00	Enfilade Fire C 0.25 0.15 0.10 Equipment Shop R 3.00 3.00 2.90	Wall of Stone U 1.10 1.00 0.80 Wall of Swords U 1.10 1.00 0.80
Cardinal Scelus F 8.10 8.00 7.00 Parallel Foil card 6.50 5.90 5.	Titan F 9.70 6.00 4.00	Eyestalk of Resistance C 0.25 0.15 0.10 Fauhn Boralis U 1.00 0.90 0.70	War Elephant R 4.30 3.50 3.00 Watchful Guards U 1.00 0.90 0.70
Mass Blessing F 8.10 8.00 7.00 Uncommon card 1.00 0.90 0.00		Favored Enemy C 0.25 0.15 0.10 Fight Across the Rooftops R 3.30 3.00 3.00	Total 278.00 235.20 207.05
CARD NAME RAR UPR MED LOW Fixed card (X) 210 150A 01		Fight in the Sewers C 0.25 0.15 0.10 Find a Way R 4.90 3.90 3.00	PROMO CARDS AA=Abyssal Attack tournaments
Anandale's Armor R 4.10 4.00 3.50 TOP FOIL CARDS RAR UPR MED LI Assassination R 4.10 4.00 3.50 Aenne the Tempest F 8.30 6.90 5		Flank Them! C 0.25 0.15 0.10 Flashing Hooves C 0.25 0.15 0.10	CARD NAME SET UPR MED LOW Around the World in 1 Night
Bar Fight R 3.80 3.50 3.50 Cardinal Scelus F 7.80 6.90 6 Black Tom of Coninth R 4.10 4.00 3.50 Daanso Batoq F 8.90 7.00 5		Flight U 1.00 1.00 0.70	Santa 5.20 4.50 3.50 Black Petre Santa 5.20 4.50 3.50
Bracers of Ogre Power R 5.60 4.10 3.60 Donovan Che [†] har F 8.40 7.00 6 Fidne F 8.30 6.90 5	0 Battle Bear U 1.00 1.00 0.70	General Lund R 4.90 3.50 3.00	Black Wyrm's Egg
Breastplate of Power R 5.60 4.10 3.60 Elegy F 7.80 6.90 5 Cardinal Scelus R 5.10 4.10 3.60 Ellyah F 10.50 8.00 5	0 Black Steel Dagger U 1.00 1.00 0.70	Get Down! R 3.00 3.00 2.90 Ghost Bog U 1.00 0.90 0.70	Blitzer Santa10.00 8.00 6.50 Blue Wyrm's Egg TC 4.50 3.00 1.90
Count Demies P 4.10 4.00 3.50 Gaston Bonhomme F 7.80 6.90 5.	O Cassandra the Arcane R 4.90 4.00 3.00	Gift of Life C 0.25 0.15 0.10 Great Axe U 1.00 1.00 0.80	Boots of Speed SS 4.00 2.00▼ 1.40
Demon of Kvar R 4.10 4.00 3.50 Jamr ibn Al-as F 7.10 6.40 5.	0 Cockatrice U 1.00 1.00 0.70	Griis U 1.00 1.00 0.80 Hammer of Flattening U 1.00 0.90 0.70	Chain the Psyche TC 4.00 2.00▼ 1.40 Chariot GE 4.50 3.00▼ 1.90
Glyph of Fate R 4.10 4.00 3.50 Sir Magnus Arcadis F 7.80 6.90 5.	O Garth Drac R 4.90 4.00 3.00	Harty Tate C 0.25 0.15 0.10 Heart of the Stag C 0.25 0.15 0.10	Christophe Kringle Santa10.00 10.00 6.00 Ciera Eyes-of-Fire TC 15.50 5.00▲ 3.60
Gueniveure U 1.00 1.00 0.80 Vehdred F 8.90 7.00 5		Hold Person R 3.30 3.00 3.00 Holy Ground R 3.30 3.00 3.00	Cloak of Protection SS 3.90 2.60 1.70 Comet Santa 9.00 7.00 5.80
Hammer of Peronor R 4.10 4.00 \$\text{A}\$ 3.50 CARD NAME RAP HPR MED 10		Improvised Shield	Contract Killer TC 4.50 3.00▼ 1.90 Cookies and Milk Santa 5.20 4.50 3.50
Hassimal U 1.00 1.00 0.80 Aenne the Tempest R 4.20 3.40 3.50 Cardinal Scelus R 4.30 3.90 3	0 Khrutyk Steed U 1.00 1.00 0.70	Innate Ability R 3.50 3.00 3.00	Crown of Command SS 4.00 2.00 ▼ 1.40
Jack Casey U 1.00 1.00 0.80 Dannso Batoq R 4.50 3.50 Dannso Batoq R 4.50 3.50 Dannso Batoq R 4.50 3.50 3.50 Dannso Batoq R 4.50 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3	0 Krait R 4.90 4.00▼ 3.00	Inquisitor Chroneus C 0.25 0.15 0.10 Inquisitor Mastus U 1.00 1.00 0.80	Crushbone Mace SS 4.00 2.00▼ 1.40 Deck of Many Things GE 15.50 12.00▲ 6.00
Johan Halfblooded R 5.60 4.10 3.60 Edge R 4.20 3.40 3 3.00 Elegy R 3.90 3.40 3	Maeve ni Duhonn R 4.00 4.00 3.00	Intuition R 4.90 3.90 3.00 Invisible Shield C 0.25 0.15 0.10	Demonslayer NV 10.50 6.00 6.00 Down the Chimney Santa 5.20 3.50 1.50
Kendweri U 1.00 1.00 0.80 Ellyah R 5.20 4.00 3	0 Oathbound U 1.00 1.00 0.70	Jalallaek R 3.50 3.00 3.00 Kallus R 3.50 3.00 3.00	Eversmoking Bottle GE 4.00 2.00 1.40 Forlourne NV 5.20 3.50 2.70
Kohn Peacehand R 4.10 4.00 3.50 Jad'harak R 3.90 3.40 3.	0 Rocetmal R 4.90 4.00 ▼ 3.00	K'evan of the Green U 1.00 0.90 0.70 Killing Strike U 1.00 0.90 0.70	Gelatinous Wall NV 8.50 4.70 ▲ 3.10 Glyph of Healing SS 4.50 3.00 ▼ 1.90
Lazarus Saul U 1.00 1.00 0.80 Magma Gargoyle X 2.60 2.20 1		King Dukault R 4.10 3.00 3.00 Kzarrik U 1.00 0.90 0.70	Green Wyrm's Egg TC 4.50 3.00▼ 1.90 Helm of Vision GE 4.50 3.50▼ 2.50
Magheline U 1.00 1.00 0.80 Sir Magnus Arradis R 4.20 3.00 3		Laurle U 1.00 0.90 0.70	Imperial Amulet SS 4.00 2.00▼ 1.40
Mass Blessing R 6.60 4.10 3.60 Sir Rhawn d'Ilchant X 2.90 2.20 1. Signegaard X 2.60 2.20 1.	0 Uthas Battleheim R 4.90 4.00▼ 3.00	Life Tap R 4.20 3.50 3.00 Lord Joxanus U 1.00 0.90 0.70	Knives of Betrayal AS 4.00 2.00▼ 1.40 Kningle's Armor Santa 5.30 5.00 5.00
Orochoff U 1.00 1.00 0.80 Terror of Sham Keep X 2.90 2.204 1.	0	Lord Theissen U 1.00 0.90 0.70 Lukkot Ambush C 0.25 0.15 0.10	Kringle's Bag Santa 5.20 4.50 3.80 Kringle's Sleigh Santa 6.50 5.50 4.70
Portable Hole R 4.10 4.00 3.50 The Quest Beast R 4.90 3.90 3.90 3.90 3.90 3.90 3.90 3.90 3	Siege Set 212.00 208.00 204.00	Lukkot Warplow R 3.00 3.00 2.90 Luthlarius Defense C 0.25 0.15 0.10	Limited Wish NV 5.50 5.00 2.90 Masterwork Armor AS 4.00 2.00▼ 1.40
Prismatic Spray R 4.10 4.00 3.50 Rathe R 4.10 4.00 3.50 Yscar the Elder R 3.90 3.40 3.50		Magic Shop C 0.25 0.15 0.10 Malciaar of Ghenist C 0.25 0.15 0.10	Nightclaw AA 5.70 3.50▼ 2.70 Punch Dagger AS 4.00 2.00▼ 1.40
Rock Crawlers U 1.00 1.00 0.80 TOOTH & CLAW (162 cards+50 foils) Sir Robert the Vigilant R 4.60 4.10 3.60 Tooth & Claw Set 166.75 166.75 166.75 166.75	Siege Booster Pack 3.10 2.90 2.80	Malluk's Hammer U 1.00 0.90 0.70 Master Isil Loth R 4.30 3.50 3.00	Qor-Teth AA 8.50 8.00 5.70 Red Wyrm's Egg TC 5.50 4.50▼ 4.00
Sky U 1.00 1.00 0.80 Starter Box 82.00 79.25 76.	TOP FOIL CARDS RAR UPR MED LOW	Mirror Magic C 0.25 0.15 0.10 Misear Strike C 0.25 0.15 0.10	Robe of Skin TC 4.00 2.00▼ 1.40 Robes of Kor GE 4.00 2.00▼ 1.40
The King's Lady R 4.10 4.00 3.50 Starter Deck 10.00 10.00 9.	Draven F 5.40 4.80 4.40	Mistress Allandra U 1.00 1.00 0.80 Mistress Kohn R 4.90 3.50 3.00	Rod of Absorbtion AS 4.00 2.00▼ 1.40 Rod of Striking SS 4.00 2.00▼ 1.40
Toren Yscar R 8.10 4.10 3.60 Booster Pack 3.10 3.00 2. Uthanak R 4.60 4.10 3.60 Parallel Foil Card 5.20 4.40 4.	General Lund F 5.50 5.00 3.90	Myhrena U 1.00 1.00 0.80 Narrow Alley U 1.00 1.00 0.80	Ruuslik NV 4.70 3.50▼ 2.70
Uther Killer-of-Bears R 4.10 4.00 ▲ 3.50 Rare card 3.00 3.00 2.0 Vorgum R 4.10 4.00 ▲ 3.50 Uncommon card 0.80 0.50 0.	5 Life Tap F 5.40 4.80 4.40	Necromantic Regeneration R 4.10 3.40 3.00	Shadowreaver AA 6.90 5.00 ▲ 3.30 Sigil of Ishara NV 4.00 2.00 ▼ 1.40
Vorpal Blade R 4.10 4.00 3.50 Common card 0.15 0.10 0. Yedraw's Tooth R 4.10 4.00 a 3.50 Fixed card (X) 3.70 3.00 2.	Shadowreaver F 5.40 4.80 4.40	Nightclaw C 0.25 0.15 0.10	Skincrawler AA 5.70 3.50 ▼ 2.00 Slayer's Tome SS 7.00 6.00 ▲ 3.40
ASSASSIN'S STRIKE (108 cards+33 foils) TOP FOIL CARDS RAR UPR MED LI Fig. 108 Cards+33 foils)	Sirenspawn F 6.00 6.00 4.40	Ninifaeer R 3.50 3.00 3.00 Olrik Hammerfall R 3.30 3.00 3.00	Soul Stealer SS 4.00 2.00▼ 1.00 Squire's Sash GE 4.50 3.00▼ 1.90
Assassin's Strike Set 133.25 133.25 133.25 133.25 Foeshredder F 6.00 5.90 5 Booster Box 86.50 84.00 81.75 Hammer Toss F 6.70 6.00 5	0 Syad F 5.40 4.80 4.40	Otho Yscar R 4.10 3.00 3.00 Portable Wall C 0.25 0.15 0.10	Storm Dasher Santa 9.00 6.50 4.80 Swamp Gaunt NV 4.70 3.50▼ 3.20
Booster Pack 2.90 2.80 2.70 Jackals of Moum F 10.50 6.00 5 Parallel Foil card 6.40 5.50 4.80 Kull of Clan Terrorth F 5.50 5.00 4	0 Ac'vuk C 0.25 0.15 0.10	Purge U 1.00 0.90 0.70 Ramparts U 1.00 0.90 0.70	Symbol of Kerebrus SS 4.00 2.00▼ 1.40 Thunic Hydra TC 14.50 9.30▲ 5.30
Rare card 3.00 3.00 2.90 Lady Tomhawk F 6.70 6.00 5 Uncommon card 0.60 0.50 0.50 Mulgran F 6.00 5.00 5	O Andover Assault C 0.25 0.15 0.10	Reckless Leap U 1.00 0.90 0.70 Regeneration R 4.00 3.50 3.00	Tyrgen the Brave NV 12.00 5.50 4.60 Unseen Arrow AS 5.00 4.00 2.40
Common card 0.15 0.10 0.10 Ruthless F 6.00 5.90 5	0 Arcane Archery U 1.00 1.00 0.80	Religious Council R 3.50 3.00 3.00 Repair Crew C 0.25 0.15 0.10	White Wyrm's Egg
Fixed Card (X) 4.00 4.00 3.10 Sanguicorn F 5.50 5.00 4	70 Archer Tower C 0.25 0.15 0.10		10 0.00 0.00A 4.30





Raw Deal Set	242.50		77.50
Starter Box	86.25	85.00	81.75
Booster Box	85.00	85.00	80.00
Starter Deck Booster Pack	9.50	9.00	8.50 2.90
Ultra-Rare Foil card	3.10 10.50	9.00	8.00
Rare card	3.00	3.00	2.60
Uncommon card	1.00	0.90	0.60
Common card	0.25	0.20	0.10
Fixed card	5.30	2.50	1.30
CARD NAME	RAR UPS	MED	LOW
Ayatollah of Rock-n-R	URF 11.50	0.00	0.00
Chris Jericho	X 5.30	9.00A 3.00	8.00 1.50
Chyna Interferes	URF 15.25	9.50	8.30
Ego Boost	R 3.80	3.00	2.60
Hellfire & Brimstone	URF 11.50	9.50▲	8.30
HHH	X 5.30	3.00	1.50
Kane	X 5.30	3.00	1.50
Kane's Tombstone Pil		40.00	0.50
Maintain Hold	URF 15.25 R 4.90	10.00	8.50 2.60
Maintain Hold Manager Interferes	R 3.80	3.00	2.60
Mandible Claw	URF 14.25	11.004	8.50
Mankind	X 5.30	3.00	1.50
Mr. Socko	URF 11.50	10.00	8.50
No Chance in Hell	R 3.80	3.00	2.60
Open Up a Can of Wh	oop-Ass		
D. II	URF 12.00	11.50	10.25
Pedigree Power of Darkspace	URF 15.25 URF 12.00	10.00	9.30 8.50
Power of Darkness Puppies! Puppies!	R 4.50	11.00 _A	2.60
Rock Bottom	Y 530	3.00	1.50
Stone Cold Steve Aus	tin X 5.30	3.00 3.00	1.50 1.50
Stone Cold Steve Aus Stone Cold Stunner	X 5.30 tin X 5.30 URF 15.25	10.00	10.00
The People's Elbow	URF 15.25	10.00	8.50
The People's Eyebrow	URF 11.50	10.00	8.50
The Rock	X 5.30 X 5.30	3.00	1.50
The Undertaker Undertaker's Tombsto	X 5.30	3.00	1.50
	HE FIREUTIVE		
0110010010101010	LIDE 13 75	10.00	8 50
	URF 13.75	10.00 9.50	8.50
Walls of Jericho Y2J	URF 13.75 URF 13.75 X 5.30	9.50	8.50 8.30 1.50
Walls of Jericho	URF 13.75 URF 13.75	10.00 9.50 3.00	8.30
Walls of Jericho Y2J	URF 13.75 URF 13.75 X 5.30	9.50A 3.00	8.30 1.50
Walls of Jericho Y2J Survivor Set	URF 13.75 URF 13.75 X 5.30 296.25	9.50A 3.00	8.30 1.50
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Booster Box	URF 13.75 URF 13.75 X 5.30 296.25: 90.00 85.00	9.50A 3.00	8.30 1.50 248.75 81.75
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Booster Box	URF 13.75 URF 13.75 X 5.30 296.25: 90.00 85.00	9.50a 3.00 272.50 2 87.50v 85.00 9.00	8.30 1.50 248.75 81.75 81.50 9.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Booster Box Survivor Starter Deck Survivor Booster Pacl	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30	9.50 3.00 272.50 2 87.50 85.00 9.00 3.10	8.30 1.50 248.75 81.75 81.50 9.00 3.00
Walls of Jericho Y2.J Survivor Set Survivor Starter Box Survivor Booster Box Survivor Starter Deck Survivor Booster Pacl Rare card	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30 3.00	9.50 3.00 272.50 2 87.50 85.00 9.00 3.10 3.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 3.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Booster Box Survivor Booster Pack Survivor Booster Pack Rare card	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30 3.00 1.00	9.50 A 3.00 272.50 2 87.50 V 85.00 9.00 3.10 3.00 1.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 3.00 0.80
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Dex Survivor Starter Dex Survivor Starter Dex Currivor Booster Pacl Rare card Uncommon card	URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 k 3.30 1.00 0.25	9.504 3.00 272.50 87.50 85.00 9.00 3.10 3.00 1.00 0.25	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Booster Box Survivor Booster Pack Survivor Booster Pack Rare card	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30 3.00 1.00	9.50 A 3.00 272.50 2 87.50 V 85.00 9.00 3.10 3.00 1.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 3.00 0.80
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Dex Survivor Starter Dex Survivor Starter Dex Currivor Booster Pacl Rare card Uncommon card	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30 1.00 0.25 2.00 RAR UPR	9.50 A 3.00 3.00 272.50 2 87.50 9.00 3.10 3.00 1.00 0.25 1.50 MED	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Paci Rare card Uncommon card Common	URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 4 3.30 3.00 0.25 2.00 RAP UPR Ollah URF 12.00	9.504 3.00 272.50 87.50 85.00 9.00 3.10 3.00 1.00 0.25	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Booster Pox Survivor Boster Pact Rare card Uncommon card Common card Fixed card (X) CARD NAME	URF 13.75 URF 13.75 X 5.30 296.25 90.00 85.00 9.50 k 3.30 1.00 0.25 2.00 0.25 2.00 0.25 2.00 1.00	9.50 A 3.00 3.00 272.50 2 87.50 V 85.00 9.00 1.00 0.25 1.50 V MED	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pack Survivor Booster Pack Rare card Uncommon card Common Ca	URF 13.75 URF 13.75 X 5.30 90.00 85.00 9.50 0.25 2.00 RAP UPP Ollah URF 12.00 McMahon F 7.00	9.50 A 3.00 3.00 272.50 2 85.00 9.00 3.10 3.00 1.00 0.25 1.50 V MED 11.00 A 6.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pack Survivor Booster Pack Rare card Uncommon card Common Ca	URF 13.75 URF 13.75 X 5.30 90.00 85.00 9.50 0.25 2.00 RAP UPP Ollah URF 12.00 McMahon F 7.00	9.50 A 3.00 3.00 272.50 2 85.00 9.00 3.10 3.00 1.00 0.25 1.50 V MED 11.00 A 6.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Stooster Pacl Rare card Uncommon card Fixed card (X) CARD HAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Gnin	URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 K 3.30 3.00 0.25 2.00 URF 11.50 URF 11.50 URF 11.50	9.50 A 3.00 3.00 272.50 2 87.50 V 85.00 9.00 1.00 0.25 1.50 V MED	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pack Survivor Booster Pack Rare card Uncommon card Common Ca	URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 K 3.30 3.00 0.25 2.00 URF 11.50 URF 11.50 URF 11.50	9.50 A 3.00 3.00 272.50 2 85.00 9.00 3.10 3.00 1.00 0.25 1.50 V MED 11.00 A 6.00	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Stooster Pacl Rare card Uncommon card Fixed card (X) CARD HAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Gnin	URF 13.75 URF 13.75 URF 13.75 URF 13.75 296.25: 90.00 85.00 1.00 0.25 0.25 2.00 RAR UPR Ollah URF 12.00 MCMahon MCMahon URF 11.50 DDT URF 11.50 DT URF 11.50	9.50A 3.00 272.50 2 87.50V 85.00 9.00 3.10 3.00 1.00 0.25 1.50V MED 11.00A 9.50A 9.50A 9.50A	8.30 1.50 248.75 81.75 81.50 9.00 0.80 0.10 1.00 9.30 9.30 5.00 8.30 8.30 8.30
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Box Survivor Booster Paci Rare card Uncommon card Common card Common card Fixed card (X) CARD IMAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw	URF 13.75 URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 0.25 2.00 C.25 2.00 McMahon F 7.00 SatURF 11.50 URF 11.50 DDT URF 11.50 R 4.50 R 6.50	9.50a 3.00 272.50 2 87.50v 9.00 9.00 1.00 0.25 1.50v 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a	8.30 1.50 248.75 81.75 9.00 3.00 0.80 0.10 1.00 9.30 5.00 8.30 8.30 8.30 3.00 3.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Common card Fixed card (X) CARB DAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Ghin Cactus's Double Arm Chair Shot Claw	URF 13.75 URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	9.50a 3.00 272.50 2 87.50v 9.00 9.00 1.00 0.25 1.50v 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a	8.30 1.50 248.75 81.75 9.00 3.00 0.80 0.10 1.00 9.30 5.00 8.30 8.30 8.30 3.00 3.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Box Survivor Booster Paci Rare card Uncommon card Common c	URF 13.75 URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	9.50a 3.00 2772.50 2 87.50v 85.00 9.00 3.100 0.25 1.50v MED 11.00a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a	8.30 1.50 248.75 81.75 81.50 9.00 3.00 0.80 0.10 1.00 1.00 9.30 9.30 8.30 8.30 8.30 3.00 8.30 8.30 8.30 8
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Bosster Paci Rare card Uncommon card Common card Fixed card (X) CARD NAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Clay Clay Crippler Crossface DDT	URF 13.75 URF 13.75 URF 13.75 V 5.30 296.25: 90.00 85.00 9.50 0.00 0.25 2.00 RAR UPR Ollah URF 12.00 McMahon F 7.00 SatURF 11.50 URF 11.50 URF 11.50 URF 11.50 URF 11.50 R 6.00 URF 11.50 R 6.00 URF 11.50 R 6.00 R 6.00 R 6.00 R 3.80	9.50a 3.00 272.50 2 87.50v 9.00 9.00 1.00 0.25 1.50v 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a	8.30 1.50 248.75 81.75 9.00 3.00 0.80 0.10 1.00 9.30 5.00 8.30 8.30 8.30 3.00 3.00
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Box Survivor Booster Paci Rare card Uncommon card Common c	URF 13.75 URF 13.75 URF 13.75 V 5.30 296.25: 90.00 85.00 9.50 4 3.30 1.00 0.25 2.00 McMahon F 7.00 McMahon F 7.	9.50a 3.00 2772.50 2 87.50v 85.00 9.00 3.100 0.25 1.50v MED 11.00a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a 9.50a	8.30 1.50 248.75 81.55 81.55 81.50 9.00 3.00 0.10 9.30 5.00 8.30 3.00 5.00 8.30 3.00 8.30 3.00 8.30 3.00 8.30 3.00
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pacl Rare card Uncommon card Common card Common card Fixed card (X) CARD BAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus S Double Arm Chair Shot Claw Crippler Crossface DDT Double Underhook St Ego Boost	URF 13.75 URF 13.75 URF 13.75 URF 13.75 VX 5.30 296.25; 90.00 85.00 9.50 0.25 0.25 0.01 URF 11.50 URF 11.50 URF 11.50 DDT URF 11.50 R 6.00 F 6.00 URF 11.50 R 4.50 URF 11.50 R 3.80 URF 13.80 URF 13.80 R 3.80 R 5.80	9.50a 3.00 3.00 85.00 9.00 0.25 11.00a 6.00 9.50a 9.50	8.30 1.50 248.75 81.50 9.00 0.80 0.10 5.00 8.30 9.30 5.00 8.30 8.30 8.30 8.30 8.30 8.30 8.30 8
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Starter Deck Survivor Booster Paci Rare card Uncommon card Common card Fixed card (X) CARD IMAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Crippler Crossface DDT Double Underhook St Ego Boost Elbow to the Face	URF 13.75 URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 0.25 2.00 URF 12.00 McMahon F 7.00 datURF 11.50 URF 11.50 R 4.50 R 3.80 URF 11.50 R 3.80 F 6.00	9.50a 3.00 2722.50 2 87.50v 9.00 9.00 1.00 0.25 1.50v MED 11.00a 9.50a 9	8.30 1.50 248.75 81.50 9.00 3.00 0.80 0.10 1.00 1.00 9.30 5.00 8.30 3.00 3.00 8.30 3.00 8.30 3.00 8.30 3.00 8.30 3.00 8.30 8.3
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Soster Paci Rare card Uncommon card Common card Common card Fixed card (X) CARD NAME Ayatollah of Rock'n'R Backed by Stephanie Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Clay Clay Clay Clay Clay Clay Clay Clay	URF 13.75 URF 13.75 URF 13.75 URF 13.75 90.00 85.00 95.00 0.05 0.00 0.05 2.00 RAR UPR 0Ilah URF 12.00 McMahon F 7.00 SatUFF 11.50 URF 11.50 URF 11.50 URF 11.50 URF 11.50 URF 11.50 E R 3.80 R 3.80 F 6.00 E R 3.80	9.50A 3.00 9.50A 85.00 9.00 3.10 0.25 1.50V MED 11.00A 6.00 9.50A 9.50A 3.00 3.00 4.00A 6.00	8.30 1.50 248.75 81.75 81.50 9.00 0.80 0.10 1.00 1.00 1.00 8.30 3.00 3.00 3.00 3.00 3.00 3.00 3
Walls of Jericho Y2J Survivor Set Survivor Setser Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Pack Rare card Uncommon card Common card Fixed card (X) CARD IMME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Claw Crippler Crossface DDT Double Underhook St Ego Boost Elibow to the Face Enter the Stratuspher Euronean Lipoercut	URF 13.75 URF 13.75 V 5.30 296.25; 90.00 85.00 95.00 0.25 2.00 0.25 2.00 0.00 0.25 2.00 0.33 0.01 0.00 0.25 2.00 0.08 McMahon F 7.00 0.08 URF 11.50 URF 11.50 R 3.80 R 5.80 R 5.80 R 5.80 R 3.80 R 5.80 R 3.80 R 5.80 R 3.80	9.50\(\text{a}\) 3.00 9.50\(\text{a}\) 3.00 9.00 9.00 1.00 9.50\(\text{a}\) 9.50\(\text{a}\) 3.00 9.50\(\text{a}\) 3.00 9.50\(\text{a}\) 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	8.30 1.50 1.50 2448.75 81.50 9.00 3.00 0.80 0.10 1.00 1.00 8.30 8.30 8.30 8.30 8.30 5.00 8.30 5.00 8.30 5.00 8.30 5.00 8.30 5.00 8.30 5.00 8.30 5.00 8.30 5.00 8.30 8.30 8.30 8.30 8.30 8.30 8.30 8
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Paci Rare card Uncommon card Common card Fixed card (X) CARD IMME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Crippler Crossface DDT Double Underhook St Ego Boost Elibow to the Face Enter the Stratusphere Furnerseal Lippercut	URF 13.75 URF 13.75 URF 13.75 V 5.30 296.25: 90.00 85.00 9.50 V 3.30 0.00 0.25 2.00 McMahon F 7.00 McMahon F 7.00 McMahon R 3.80 R 5.80 R 5.80 R 5.80 R 5.80 R 7.80 R 8 3.80 R 7 5.80 R 8 3.80 R 7 5.80 R 8 3.80 R 7 5.80 R 7 5.80 R 7 5.80 R 7 5.80 R 8 3.80 R 7 5.80 R 7 5.80 R 7 5.80 R 8 3.80 R 7 5.80 R	9.50A 3.00 9.50A 3.00 9.50A 3.10 3.10 3.10 3.10 3.10 3.10 3.10 3.10	8.30 1.50 1.50 248.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30 5.00 8.30 8.30 8.30 8.30 5.00 5.00 8.30 5.00 5.00 5.00 5.00 5.00 5.00 5.00 5
Walls of Jericho Y2J Survivor Set Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Booster Pacl Rare card Uncommon card Common card Fixed card (X) CARB IMAME Ayatollah of Rock'n'R Backed by Stephanie Barbed Wire Baseball E Big Stupid Grin Cactus's Double Arm Chair Shot Claw Claw Claw Claw Claw Claw Claw Claw	URF 13.75 URF 13.75 URF 13.75 X 5.30 296.25; 90.00 85.00 9.50 k 3.30 1.00 0.25 2.00 URF 12.00 McMahon F 7.00 BatURF 11.50 URF 11.50 R 3.80 UPF 11.50 R 3.80 R 5.80 R 4.50 R 3.80 R 4.50 R 3.80 R 4.50 R 3.80 R 4.50 R 3.80	9.50A 3.00 3.00 87.50 Y 85.00 3.10 3.00 0.25 1.50 Y MED 11.00A 9.50A 9.50A 9.50A 3.00 9.50A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.	8.30 1.50 1.50 248.75 81.50 9.00 3.00 0.80 0.10 1.00 9.30 5.00 8.30 8.30 8.30 8.30 5.00 5.00 8.30 5.00 5.00 5.00 5.00 5.00 5.00 5.00 5
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pace Rare card Uncommon card Common card C	URF 13.75 URF 13.75 URF 13.75 VX 5.30 296.25; 90.00 85.00 95.50 0.25 0.25 0.25 0.25 0.25 0.25 0.25	9.50A 3.00 3.00 87.50V 887.50V 85.00 0.25 5.00 9.50A 9	8.30 1.50 248.75 81.75 81.75 81.50 9.00 0.80 0.10 0.80 0.10 9.30 5.00 8.30 3.00 5.00 3.00 3.00 3.00 3.00 3.00 3
Walls of Jericho Y2J Survivor Set Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Deck Survivor Starter Deck Survivor Starter Deck Survivor Starter Deck Survivor Booster Paci Rare card Uncommon card Common card Co	URF 13.75 URF 13.75 V 5.30 296.25; 90.00 85.00 95.00 95.00 0.25 2.00 0.00 0.25 2.00 0.00 0.25 2.00 0.00 0	9.50A 3.00 2772.50 2 87.50V 9.00 3.10 1.00 0.25 1.50V MED 11.00A 9.50A 3.00 9.50A 3.00 3.00 9.50A 3.00 3.00 3.00 9.50A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.	8.30 1.50 248.75 81.75 81.50 3.00 3.00 0.10 9.30 8.30 8.30 3.00 5.00 8.30 3.00 5.00 8.30 3.00 5.00 8.30 3.00 3.00 3.00 3.00 3.00 3.00 3
Walls of Jericho Y2J Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Starter Box Survivor Booster Box Survivor Booster Pace Rare card Uncommon card Common card C	URF 13.75 URF 13.75 URF 13.75 V 5.30 296.25: 90.00 85.00 9.50 V 3.30 0.00 0.25 2.00 McMahon F 7.00 McMahon F 6.00 URF 11.50 R 4.50 R 3.80 R 5.80 R 5.80 R 3.80 R 4.50 R 1.80 R 1.	9.50A 3.00 3.00 87.50V 887.50V 85.00 0.25 5.00 9.50A 9	8.30 1.50 248.75 81.75 81.75 81.50 9.00 0.80 0.10 0.80 0.10 9.30 5.00 8.30 3.00 5.00 3.00 3.00 3.00 3.00 3.00 3



next turn cannot be rev		our ,	Dumag	
When this card is in you do not discard any card play the card titled No 5	r Ring are s when yo	ů,	0	
play the card titled No 3	en maneur waterway to	auto rici		
Just Bring It!	F 6	.00	6.00	5.00
Kane's Tombstone Pile				
	URF 12			10.25
Maintain Hold		.80	4.00	3.00
Manager Interferes		.80	4.00▲	3.00
Manager Interferes		.00	6.00	5.00
Marking Out		.50	3.00	3.00
Masked Vengence	URF 11		0.00	9.30
No Chance in Hell		.50	4.00	3.00
No Chance in Hell	URF 11	.00	6.00 9.50	5.00 9.00
Olympic Slam Open a Can of Whoop-		.50	9.004	9.00
open a can or willoup	URF 12	00 1	1.004	9.30
Pedigree	URF 12			10.25
Puppies! Puppies!		.50	4.00	3.00
Puppies! Puppies!		.00	6.00	5.00
Roll Out of the Ring		.00	6.00	5.00
Samoan Drop		.50	3.00	3.00
Samoan Drop	F 6	.00	6.00	5.00
Spinning Heel Kick	R 4	.50	3.00	3.00
Springboard Drop Kick	URF 12	.00 1	1.00	9.30
Stagger	R 3	.80	3.00	3.00
Stephanie Interferes	URF 12		1.00▲	9.30
Stone Cold Stunner	URF 11		10.50▲	9.30
Superkick		.00	6.00	5.00
Superkick		.30	3.00	3.00
Tazzmission	URF 11		9.50	8.30
The Last Ride	URF 11		9.50	8.30
The People's Elbow The People's Evebrow	URF 11 URF 11	75	0.50A	9.30 9.30
This Is My Yard	URF 11		9.50	8.30
Thug It - Dead	URF 11		9.50	9.00
Trash Can		.80	3.00	3.00
Triple H's Reverse Nec			0.00	0.00
Imple tro flovered floor	URF 12		1.504	10.25
Turn the Tide	F 12	.00	6.00	5.00
Turn the Tide		.30	3.00	3.00
Walls of Jericho	URF 11	.50 1	0.00	9.30
CHEVIAN	ED HE		490	-
MANE Fully Looded Cat	0.44	25 20	7 50 4	79 75
WWF Fully Loaded Set Starter Box		.25 20		73,75 81.75
Booster Box				82.50
Starter Deck		.00	8.00	8.00
Booster Pack		.10	3.00	3.00
Rare card		.00	3.00	3.00
Uncommon card		.00	1.00	0.80
Common card		25		0.00

Triple H's Reverse Neck	brea	ker		
		12.00	11.504	10.25
Turn the Tide	F	12.00		5.00
Turn the Tide	R	8.30	3.00	3.00
Walls of Jericho	URF	11.50	10.00	9.30
FIE LY LOAD	FR £	Mile ea	del	
WWF Fully Loaded Set	-	241 25	207.50	173 75
Starter Box		86.25		81.75
Booster Box		90.00		82.50
Starter Deck		9.00		8.00
Booster Pack		3.10		3.00
Rare card		3.00		3.00
Uncommon card		1.00		0.80
Common card		0.25		0.10
Fixed Foil card (XF)		3.00		
CARD NAME	RAR		MED	LOW
A%\$ Drop	URF		8.00	8.00
B.A.'s Military Press Sl				
	R	3.80	3.00	3.00
Big Stupid Grin	URF	9.00	8.00	8.00
Bronco Buster	R	3.80	3.00	3.00
Chyna's Pedigree	URF	14.25	10.50	9.00
Claw	R	6.00	3.00	3.00
Crippler Crossface	URF	13.50	9.00	8.30
Dem Damn Dudleyz!	R	4.50	3.00	3.00
Doggy Pump Handle S	lam			
	URF	9.00	8.00	8.00
Double Underhook Sup	olex			
	R	3.80		3.00
Enter the Stratus-phere	R	3.80	3.00	3.00
European Uppercut	R	4.50		3.00
Fame-A\$%-er	URF	13.50	8.50	8.00
Get Hardcore	URF			8.00
Get Your GED	URF	9.00		
Giant Swing	R			
Guerrero Frog Splash	URF	15.00	12.00	8.30
I'm an A%\$ Man	R	3.80	3.00	3.00
I've Got Two Words Fo	r Ya			
	URF	9.00	8.00	8.00
It's True, It's True!	URF	9.00	8.00	8.00
Kickin' The Shizt-nit Do	oggy	Style		
	R	3.80		
Leaping Spin Kick	R		3.00	3.00
Masked Vengence	URF		8.00	8.00
Northern Lights Suplex			3.00	3.00
Olympic Slam		14.25	10.50	8.30
Patented Austin Kick to				
	URF	13.75	9.50▲	8.30

Suicide Plancha Tazzmission The 9th Wonder of the	R URF	3.80 9.00	3.00 8.00	3.00 8.00
The Federation's Pures	URF	12.00	11.004	9.30.
Thug It - Dead	R URF	3.80 9.00	3.00 8.00	3.00 8.00
Time Keeper's Bell Tori Enters the Fray! Triple H's Reverse Neo	R URF	3.80 9.00	3.00 8.00	3.00 8.00
Turn the Tide X-Factor	URF R	12.00	5.504	9.80 3.00 8.00
BACKLAS	ii (15	l card		
WWF Backlash Set Starter Box	2	86.25	280.00 2 85.00	81.75 81.50
Booster Box Starter Deck		86.00 9.50 3.30	9.00	8.50
Booster Pack Rare card		3.00	3.10 3.00	3.00 3.00
Uncommon card Common card		1.00 0.25	0.80 0.25	0.50
Fixed Foil card (XF)	RAR	2.50	MED	LOW
3D Again With This #&@\$	URF 1919!		3.00	7.00
Brothers 'til the End BuhBuh Bomb	URF	8.30 14.25 13.50	10.50A 8.50A	9.00
ConChairTo DTA	URF	9.00	8.00 8.00	8.00 8.00
DVon Get the Table	! R	4.50	3.00 9.00 10.50	3.00
Eddie's Roll Up EdgeOMatic Here a Mark, There a l	Vlark.			
Hung Out to Dry	R R	6.00 4.50	3.00 3.00	3.00 3.00
I Did It For You Just Another Victim!	URF URF		8.00	8.00 8.00
Lita to the Xtreme Ovicular Fortitude	R URF	4.00 13.50	3.50 _A 9.00	3.00 8.30
Pac's Back Poetry in Motion	URF URF	9.00	8.00	8.00
Premiere WWF Prove Me Wrong	R	4.50 9.00	3.00	3.00 8.00
Right to (Censor) Inter	rfere URF	13.50	11.004	9.30
Sledge Hammer Shot Spinning Elbow	R	4.50	8.00 3.00	8.00 3.00
Superior Acrobatics Swanton Bomb	URF URF	9.00	8.00	8.00
Testify! The Brahma Bull		14.25	8.00	8.00 9.50
The Brahma Bull The One Billy Gunn		14.25 9.00	8.00 11.50 8.00	9.50
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate	URF URF URF	9.00 9.00 15.00	8.00 11.50 8.00 8.00 12.00	9.50 8.00 8.00 8.30
The Brahma Bull The One Billy Gunn Three Faces of Foley	URF URF URF URF URF	9.00 9.00 15.00 9.00 4.50	8.00 11.504 8.00 8.00 12.004 8.00 3.00	9.50 8.00 8.00 8.30
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals	URF URF URF URF R ?URF	9.00 9.00 15.00 9.00 4.50 11.75	8.00 11.50 8.00 8.00 12.00 8.00 3.00 10.00	9.50 8.00 8.00 8.30 8.00 3.00 8.30
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box	URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75	8.00 11.50 8.00 8.00 12.00 8.00 3.00 10.00 8.00	9.50 8.00 8.00 8.30 8.00 3.00 8.30
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Booster Box Mania Starter Deck	URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75 287.50 91.25 86.25 9.50	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 10.00A 275.00 87.50V 85.00 9.00	9.50 8.00 8.00 8.30 8.00 3.00 8.30 8.30 262.50 81.75 81.50 9.00
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Statrer Box Mania Statrer Box Mania Booster Box Mania Booster Pack	URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75 287.50 91.25 86.25 9.50 3.10 3.00	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 10.00A 275.00 87.500 9.00 3.00 3.00	9.50 8.00 8.00 8.30 8.00 3.00 8.30 8.30 81.75 81.50 9.00 3.00 3.00
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rane card Uncommon card	URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75 287.50 91.25 86.25 9.50 3.10 3.00 1.00 0.25	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 10.00A 275.00; 87.50V 85.00 9.00 3.00 3.00 3.00 1.00 0.25	9.50 8.00 8.00 8.30 8.00 3.00 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Booster Box Mania Booster Pock Rare card Uncommon card Common card Fixed card (X)	URF URF URF URF R R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75 287.50 91.25 9.50 3.10 3.00 1.00 0.25 2.00	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 10.00A 87.50V 85.00 9.00 3.00 3.00 1.00 0.25 2.00A	9.50 8.00 8.00 8.30 8.00 3.00 8.30 81.75 81.50 9.00 3.00 0.80 0.10 1.00
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Fixed card (X) Tan Mania Houset 150 lbs. Soaking Wet Angle Lock	URF URF URF URF R ?URF 120 2	14.25 9.00 9.00 15.00 9.00 4.50 11.75 287.50 91.25 9.50 3.10 0.25 2.00 12.00	8.00 11.50 8.00 8.00 12.00 8.00 3.00 10.00 87.50 87.50 9.00 3.00 3.00 1.00 0.25 2.00 3.00	9.50 8.00 8.00 8.30 8.00 3.00 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Booster Box Mania Booster Pack Rare card Uncommon card Common card Fixed card (X) CARD MANE 150 Ibs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess	URF URF URF URF R ??URF	14.25 9.00 9.00 15.00 4.50 11.75 887.50 9.125 86.25 9.50 3.10 0.25 2.00 4.50 12.00 8.00 5.30	8.00 11.50A 8.00 12.00A 8.00 12.00A 8.00 10.00A 87.50V 9.00 3.00 3.00 1.00 9.00 9.00 7.00 3.00 7.00	9.50 8.00 8.30 8.30 8.30 8.30 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Fixed card (X) CARD MANIE 150 Ibs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire	URF URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 4.50 11.75 287.50 91.25 86.25 9.50 1.00 0.25 2.00 12.00 8.00 5.30 4.50 12.00	8.00 11.50a 8.00 12.00a 8.00 10.00a 87.50v 9.00 3.00 9.00 3.00 9.00 3.00 9.00 7.00 3.50a	9.50 8.00 8.00 8.30 8.30 8.30 8.30 8.30 81.75 81.50 9.00 0.80 0.10 3.00 8.00 8.00 8.00 8.00 8.00 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rane Card Uncommon card Fixed card (X) The Common card Fixed card (X) Starter 150 lbs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match	URF URF URF URF URF R ?URF	14.25 9.00 9.00 15.00 9.00 4.50 11.75 887.50: 91.25 86.25 9.50 3.00 1.00 0.25 2.00 2.00 2.00 4.50 12.00 8.0	8.00 11.50A 8.00 8.00 12.00A 8.00 10.00A 87.50V 87.50V 87.50V 3.00 3.00 1.00 3.00 3	9.50 8.00 8.30 8.30 8.30 8.30 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Fixed card (X) CARD MANIE 150 Ibs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire	URF URF URF URF R ??URF R EBeer URF URF URF URF URF	14.25 9.00 15.00 15.00 4.50 11.75 87.50 91.25 80.25 91.20 12.00 8.00 6.30 8.00 6.30 8.00 6.30 8.00 6.30 8.00 6.30 8.00 6.30 8.00 6.3	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 10.00A 85.00 9.00 9.00 1.00 3.00 3.00 3.00 3.00 3.00 3.00 3	9.50 8.00 8.30 8.30 3.00 8.30 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Box Mania Booster Pack Mania Booster Wania Booster Dack Mania Booster Pack Mania Guster Lorommon card Fixed card (X) Lorommon card Fixed card (X) Seer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin' Cheeky with It!	URF URF URF URF R PRF URF URF URF URF URF URF URF URF URF U	14.25 9.00 9.00 4.50 11.75 887.50 9.50 3.10 0.25 2.00 8.00 4.50 12.00 8.00 6.00 12.00 12.00	8.00 11.50A 8.00 8.00 12.00A 8.00 3.00 87.50V 87.50V 87.50V 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.	9.50 8.00 8.30 8.30 8.30 8.30 8.30 8.30 81.75 9.00 3.00 0.10 1.00 8.30 6.00 3.00 6.00 6.00 6.00 6.00 6.00
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rane Card Uncommon card Fixed card (X) Common card Fixed card (X) Common Card Fixed Card (X) Each Mania Booster Pack Rane Card Uncommon Card Fixed Card (X) Each Manie Booster Pack Rane Card Uncommon Card Fixed Card (X) Each Manie Booster Pack Rane Card (X) Each Manie Common Card Fixed Card (X) Each Manie Common Card Fixed Card (X) Each Manie Common Card Fixed Card (X) Each Manie Card (X) Eac	URF	14.25 9.00 9.00 9.00 4.50 9.11.75 91.25 86.25 9.50 3.10 3.00 1.00 9.25 2.00 4.50 12.00 8.00 6.00 4.50 10.00 9, 4.50	8.00 11.50a 8.00 8.00 8.00 3.00 87.50v 87.50v 87.50v 87.50v 87.50v 3.00 9.00 7.00 3.00 9.00 6.00 6.00 6.00 6.00 9.00 9.00	9.50 8.00 8.30 8.30 8.30 8.30 8.30 8.30 9.00 3.00 0.80 0.10 6.00 6.00 6.00 6.00 6.00 6.00 6.0
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Soster Box Mania Soster Box Mania Soster Pack Rare card Uncommon card Common card Fixed card (X) Common card Fixed card (X) Each Mania Booster Pack Rare Card Uncommon Box Mania Booster Pack Rare Card Uncommon Box Mania Booster Pack Rare Card (X) Each Mania Box Monia Mania Man	URF	14.25 9.00 9.00 9.00 9.00 9.00 9.00 15.00 9.00 11.75 91.25 91.25 9.50 3.10 3.00 0.25 2.00 8.00 8.00 8.00 4.50 4.50 12.00 4.50 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9	8.00 11.50a 8.00 8.00 8.00 3.00 87.50v 87.50v 87.50v 87.50v 87.50v 3.00 9.00 7.00 3.00 9.00 6.00 6.00 6.00 6.00 9.00 9.00	9.50 8.00 8.30 8.30 3.00 8.30 8.30 8.30 8.3
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Common Card Fixed card (X) CARD MANE 150 lbs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin Cheeky with Itt Good Golly, Miss Moll Greetings from Dudley Hell in a Cell Match Iron Will	URF URF R PROPERTY OF THE URF R R	14.25 9.00 9.00 9.00 9.00 9.00 9.00 15.00 9.00 11.75 91.25 91.25 91.25 91.20 9.00 1.00 9.00 9.00 9.00 9.00 9.00 9.0	8.00 11.50a 8.00 8.00 3.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 9.00 3.00 3	9.50 8.00 8.30 8.30 9.30 8.30 8.30 8.30 8.30 8.30 9.00 8.30 0.80 9.00 8.00 9.00 8.00 9.00 9.00 9.0
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Common card Common card Kied Card (X) CARD MANIE Booster Pack Rare card Uncommon Booster Pack Rare Card (X) CARD MANIE Common Card Fixed Card (X) Expension Common Card Fixed Card (X) Expension Card Common Card Fixed Card (X) Expension Card Card (X) Expension Card Card (X) Expension Card Card (X) Expension	URF URF R. P.	14.25 9.00 15.00 9.00 9.00 9.00 9.00 11.75 887.50 9.50 1.00 9.00 1.00 1.00 1.00 1.00 1.00 1.0	8.00 11.50a 8.00 8.00 12.00a 8.00 10.00a 275.500 3.00 3.00 3.00 3.00 3.00 3.00 3.00	9.50 8.00 8.30 9.00 8.30 9.00 9.00 0.10 1.00 0.80 0.300 0.80 0.300 6.00 9.00 9.00 9.00 9.00 9.00 9.00 9.
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Box Mania Booster Box Mania Booster Pack Mania Booster Pack Mania Booster Pack Mania Booster Wania Lore Tommon card Fixed card (X) Lore The Common card Fixed card (X) Lore The Common Card Fixed Card, And More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin' Cheeky with Itt Good Golly, Miss Moll Greetings from Dudley Hell in a Cell Match Iron Will Keibler's Cookies Lita-sault Live for the Moment Voltimo Rechazo!	URF URF COURF COUR	14,25 9.00 15,00 9.00 15,00 9.00 15,00 9.00 11.75 887.50 9.50 10.0	8.00 11.50a 8.00 8.00 12.00a 8.00 10.00a 87.50v 85.00 3.00 3.00 3.00 7.00 3.00 3.00 7.00 3.00 3	9.50 8.00 8.30 9.50 8.30 9.00 8.30 9.00 9.00 3.00 0.80 9.00 3.00 6.00 3.00 6.00 3.00 6.00 3.00 8.00 8.00 8.00 8.00 8.00 8.00 8
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Mania Set Mania Starter Box Mania Starter Box Mania Starter Box Mania Starter Deck Mania Starter Deck Mania Booster Pack Rane Card Uncommon card Fixed card (X) Common card Fixed card (X) Fixed Card (X) Fixed Card (X) Fixed Card Fix	URF URF CONTROL OF THE STATE OF	14.25 9.00 15.00 9.00 4.50 11.75 91.25 86.25 3.10 3.10 3.10 3	8.00 11.50a 8.00 8.00 11.2.00a 8.00 10.00a 8.00 10.00a 85.00 10.00a 85.00 7.00 3.00 7.00 3.00 7.00 3.00 3.00 9.00 3.00 3.00 3.00 3.00 3	9.50 8.00 8.30 3.00 262.50 81.75 9.00 0.80 0.80 6.00 6.00 6.00 6.00 6.00 6
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Maria Booster Pack Rare card Uncommon card Fixed card (X) Common card Fixed card (X) Canal Mania Booster Pack Rare Card Uncommon card Fixed card (X) Canal Mania Booster Pack Rare Card (X) Canal Mania Booster Pack Rare Card (X) Canal Mania Booster Pack Rare Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Goodl Gettin' Cheeky with Itt Good Golly, Miss Moll Greetings from Dudley Hell in a Cell Match Inon Will Keibler's Cookies Lita-sault Live for the Moment Oltimo Rechazo! Pac's Pack Purp Kick R - V - D Raven Effect DDT	URFE CONTROL OF THE C	14.25 9.00 15.00 4.50 11.75 87.50 91.25 6.25 91.25 6.25 91.25 0.20 12.00 4.80 4.80 4.80 4.50 12.00 4.50 12.00 4.50 12.00 4.50 12.00 4.50 12.00 4.50 12.00 12	8.00 11.50a 8.00 8.00 12.00a 8.00 10.00a 87.50v 85.00 10.00a 85.00 10.00a 87.50v 85.00 9.00 1.00 9.00 3.00 6.00 6.00 6.00 6.00 6.00 6.00 6	9.50 8.00 8.30 3.00 3.00 0.80 3.00 0.80 3.00 0.80 3.00 6.00 6.00 3.00 3.00 6.00 3.00 3.0
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Fixed card (X) CARD MANE 150 lbs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin' Cheeky with It! Good Golly, Miss Moll Greetings from Dudley Hell in a Cell Match Iron Will Keibler's Cookies Lita-sault Live for the Moment Oltimo Rechazo! Pac's Pack Punning Bulldog Bullning Bulldog Wunning Bulldog	URFE CREET CONTROL OF CREET CONTROL OF CREET CONTROL OF CREET CONTROL OF CREET	14.25 9.00 15.00 4.50 11.75 91.25 9.50 11.75 91.25 9.50 3.10 0.25 9.50 3.10 0.25 2.00 4.50 12.00 4.50 4.50 12.00 4.50 4.50 12.00 4.50 10.00 4.50 12.00 4.50 12.00 4.50 4.50 12.00 4.50 4.50 12.00 4.50 4.50 4.50 12.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4.50	8.00 11.50a 8.00 8.00 12.00a 8.00 10.00a 8.00 10.00a 8.500 9.00 9.00 9.00 9.00 9.00 9.00 9.00	9.50 8.00 8.30 3.00 9.00 1.00 8.00 3.00 0.80 3.00 0.80 3.00 6.00 6.00 3.00 9.00 6.00 3.00 9.00 6.00 9.00 8.00 9.00 6.00 9.00 9.00 9.00 9.00 9.00 9
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Fixed card (X) CARD MANE 150 lbs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin' Cheeky with It! Good Golly, Miss Moll Greetings from Dudley Hell in a Cell Match Iron Will Keibler's Cookies Lita-sault Live for the Moment obtimo Rechazo! Pac's Pack Punning Bulldog Shades of the Great O Spinnerpoin Spinnerpo	URFE URFE COUNTY TO THE URFE COU	14.25 9.00 15.00 4.50 4.50 9.12.00 12.00 8.00 12.00 8.00 12.00 12.00 12.00 4.50 12.00 12.00 4.50 12.00 4.50 12.00 4.50 12.00 4.50 12.00 4.50 12.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	8.00 11.50a 8.00 8.00 12.00a 8.00 10.00a 275.00 9.00 9.00 10.00a	9.50 8.00 8.30 3.00 9.00 0.80 3.00 0.80 0.10 1.00 8.00 3.00 6.00 5.00 8.00 3.00 8.00 3.00 8.00 9.00 9.00 9.00 9.00 9.00 9.00 9
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Where Are Your Medals Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rare card Uncommon card Common card Common card Common card Common card Common card Common card Starter Box Mania Booster Pack Rare card Uncommon Card Common Card Card Card Card Card Card Card Card	URFE USER REFERENCE SEEDER REFERENCE SEE	14.25 9.00 15.00 4.50 9.00 4.50 9.00 4.50 9.00 4.50 9.12 9.50 12.00 8.00 12.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4	8.00 11.50a 8.00 8.00 10.00a 8.00 10.00a 8.00 10.00a 8.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	9.50 8.00 8.30 3.00 9.00 1.00 8.30 9.00 0.10 1.00 8.00 3.00 6.00 9.00 8.00 3.00 8.00 8.00 8.00 8.00 8.00 8
The Brahma Bull The One Billy Gunn Three Faces of Foley Twist of Fate Unprettier Watching My Back Where Are Your Medals Wania Set Mania Starter Box Mania Starter Box Mania Starter Box Mania Starter Deck Mania Booster Pack Rane Card Uncommon card Fixed card (X) Fisher Box Mania Starter Deck Mania Booster Pack Rane Card Uncommon card Fixed card (X) Fisher Box Mania Starter Deck Rane Card Uncommon card Fixed card (X) Fisher Box Mania Starter Deck Rane Card Uncommon card Fixed card (X) Fisher Box Fisher Sol Ibs. Soaking Wet Angle Lock Beer, Cards, and More Billion Dollar Princess Bookend Born of Hellfire Censorship Match Dudley Dog Final Cut First to Tap Out Match Foley is Good! Gettin' Cheeky with It! Good Golly, Miss Moll Greetings from Dudle! Hell in a Cell Match Iron Will Keibler's Cookies Lita-sault Live for the Moment oblitmo Rechazo! Pac's Pack Pump Kick R- V - D Raven Effect DDT Regal Stretch Running Bulldog Shades of the Great to DT Regal Stretch Running Bulldog Shades of the Great to DT Regal Stretch Running Bulldog Shades of the Great to DT Regal Stretch Running Bulldog	SEFE CONTROL OF THE C	14.25 9.00 15.00 4.50 9.00 4.50 9.12.50 9.50 1.00 1.00 8.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 8.00 12.00 9.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00	8.00 11.50a 8.00 11.50a 8.00 11.50a 8.00 10.00a 8.00 10.00a 87.50v 85.00 10.00a 3.00 10.00a 3.00 7.00 3.50a 10.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	9.50 8.00 8.30 3.00 3.00 3.00 3.00 3.00 3.0

3.00 6.00

6.00

3.00

3.50A 8.00 8.00 5.50 11.00

What??? R 4.80 3.50 3.50 3.50 3.50 Would You Please Shut the Hell Up!	The Bigger They Are, the Harder They Fall Pre 5.00 3.00 3.00
R 4.00 3.00 3.	00 Throttled Within an Inch of Your Life
X-treme Thong UR 10.00 8.00 6. You Think You Know Me?	00 F 6.00 5.50 5.00 Two Man Power Trip F 5.00 4.00 2.00
URF 10.00 9.00 9.	00 World Wrestling Federation Tag Team Title Belts (alt. Art) F 7.00 7.00 5.00
SummerSlam Set 228.75 227.50 226.2	RIJTHLESS AGGRESSION
SummerSlam Starter Box 90.00 90.00 90.0	
SummerSlam Booster Box 85.00 85.00 78.0 SummerSlam Starter Deck 9.80 9.50 9.3	OO CARD HAME RAR UPR MED LOW
SummerSlam Booster Pack 3.30 3.30 3.1	You Can't Stop 'em F 6.50 5.50 4.00
Fixed Foil card (X) 2.10 2.00 2.0 Rare card 3.10 3.00 2.9	
Uncommon card 1.00 0.90 0.7 Common card 0.25 0.20 0.1	70 Brock Lock F 7.30 6.00 5.00
CARD NAME AND UPP MED LO	Managed by Paul Heyman R 5.00 4.50 3.80
	Do You Know Who I Am?R 4.30 3.50 2.80 Settle Down, Son R 4.30 3.50 2.80
Big All Over URF 8.30 8.00 7. Brothers from Another Mother	80 The People's Team F 7.30 6.00 4.30
URF 8.30 8.00 7.	80 Your Brush with Greatness is Over
	80 F 6.50 5.50 4.30 70 Rock's Spit Punch F 7.30 6.00 4.30
	80 Onginal [WWE logo] Icon F 7.30 6.00 4.30
Giant Killer URF 10.50 8.50 7.	Managed by Vince McMahon
Jack-knife URF 8.30 8.00 7.	90 R 4.30 3.50 2.80 80 Look Into My Eyes Do You Trust Me?
	80 R 4.30 3.50 2.80 90 So Long Goodbye! R 4.30 3.50 2.80
Listen Up, Sunshine! URF 8.30 8.00 7.	80 PROMO CAROS RAR UPB MED LOW
Managed by Stacy Keibler	Backlash (alt. art) pr 5.00 5.00 5.00
Managed by Stephanie McMahon-Helmsley	Brock Lesnar (non-foil) pr 5.00 5.00 4.50 Cause I am That Damned Good!
R 3.50 3.00 2.	90 F 13.75 9.00A 7.30
Managed by Tome Wilson R 3.40 3.00 2.	90 pr 5.00 5.00 5.00
	Critical Injury pr 5.00 5.00 5.00 Do You Smell What The Rock is Cookin'?
Snow Plow URF 8.30 8.00 7. Stylin', Profilin', Limousine Ridin', Lear Jet Flyin	50 F 13.25 7.004 5.30
Wheelin', Dealin' Son of a Gun!	pr 5.00 5.00 3.00
	00 Edge pr 5.00 5.00 3.00 00 Flying Body Press pr 5.00 5.00 4.00
Tell Me You Didn't Just Say That!	Fortitude Surge pr 5.00 5.00 3.00
Temper Tantrum URF 9.80 8.50 8.	00 Hollywood Hulk Hogan (non-foil)
	00 pr 5.00 5.00 4.50 00 Jerichoholics F 14.75 13.00 12.00
Whatcha Gonna Do, Brother? URF 9.10 8.50 8.	Kurt Angle (non-foil) pr 5.00 3.00 3.00
	00 Patented Austin Kick to the Gut
SPECIAL SETS, PREMIUM & PROMO CAROS	F 13.25 8.00 8.00 Patented Rock Footstomp F 13.25 8.00 5.80
Chris Jericho/HHH Ltd. Ed. Collector's Tin 29.25 28.50 26.	People's Elbow (non-foil) pr 6.00 5.00 5.00
Stone Cold/Rock Boxed Set	Rattlesnake Rulz F 13.50 8.50 5.80
28.00 28.00 24. Stone Cold/Rock Ltd. Ed. Collector's Tin	pr 10.00 5.00 3.00
31.25 30.00 29. The Rock Boxed Set 28.00 28.00 26.	
The Rock Ltd. Ed. Collector's Tin	Spinnerooni (non-foil) pr 5.00 3.00 3.00
31.25 30.00 29.	pr 5.00 5.00 3.00
It's All About the Game Ltd. Ed. Trash-Can Tin 38.2538.00 37.25	Stone Cold Stunner (non-foil) pr 8.00 5.00 5.00
CARD NAME RAR UPR MED LO	Summer of Slam pr 5.00 4.50 4.00
And That's the Bottom Line	WCW Title Belt tourn37.00 35.00 35.00
F 5.00 4.00 4.	Where the Hell are we?! pr 15.00 10.00 10.00
Boot to the Face F 6.00 5.00 4.	.00 Why the Hell Are We Back?
Calling You Out Pre 3.50 3.00 3.	.00 World Wrestling Federation European Title Belt
'Cause Stone Cold Said So! F 5.00 5.00 4.	tourn26.00 25.00 25.00 World Wrestling Federation Hardcore Title Belt
Chain Lashing Pre 4.00 4.00 3.	.00 tourn35.00 35.00 35.00 World Wrestling Federation Heavyweight Title Belt
Chokeslam to Hell F 5.00 5.00 5.	.00 toum 46.00 45.00 40.00
Debilitating Injury: Arm/Elbow	.00 World Wrestling Federation Intercontinental Title Belt tourn26.00 25.00 25.00
Pre 3.00 3.00 3.	.00 World Wrestling Federation Lt. Heavyweight Title Belt tourn45.00 35.00 35.00
	.00 World Wrestling Federation Tag Team Title Belt
Flip Over the Corner Ringpost F 5.00 5.00 5.	tourn25.00 25.00 25.00 .00 World Wrestling Federation Women's Title Belt
It's Time to Play the Game F 5.00 5.00 5.	.00 F 33.25 27.50 24.75 .00 WWE Undisputed Heavyweight Title Belt
	.00 F 37.00 32.50 29.75
Tuno in no	ext month for
	te prices on:
IID-TO-A3	IV OFICES ON!

up-to-date prices on:

Magic: The Gathering
Yu-Gi-Oh!
Pokémon
Buffy the Vampire Slayer
Dragon Ball Z
Magi-Nation
MLB Showdown

Vampire Warhammer 40,000 Warlord WWE Raw Deal HeroClix

Star Wars TCG

Mage Knight Star Trek MechWarrior Star Wars CCG ... and more!





UR 10 00 What About Me? What About Raven?
R 4.50 3.00

V.K.M.'s Patented Big Gulp R Van Darminator UR

Springboard Drop Kick URF 9.00

Patented Rock Footstomp

Reeking of Aweson

Rest In Peace

Rikishi Driver

URF 12.00 11.00 9.30

URF 13.75

URF 11.50 URF 9.00

3.80 3.00

9.50▲ 8.30

9.50A 8.00 8.30 8.00



Ranks: R=Rookie; E=Experienced; V=Veteran; U=Unique Rarity: 1=most common; 6=most rare

				_
HYPERTIM				
Hypertime Set		40.00	504.75	437.00
Hypertime Starter Pack		21.75	20.00	20.00
Hypertime Booster Pac	k	7.80	7.30	7.00
Rarity 1 figure		1.00		0.80
Rarity 2 figure		2.00		1.10
Rarity 3 figure		3.00		1.60
Rarity 4 figure		4.00	4.00	2.60
Rarity 5 figure		5.50	5.00	4.30
	RK/R			LOW
114 Arcane	V/5			5.00
93 Bane	V/5			5.00
106 Batman	R/3			3.00
107 Batman	E/4			4.00
108 Batman	V/5	6.70	6.00	5.00
129 Batman		40.00	30.00	26.00
78 Black Manta	V/5	5.60	5.00	5.00
118 Brainiac 13	R/3			3.50
119 Brainiac 13	E/4		5.30	4.30
120 Brainiac 13	V/5	7.00	6.00	5.00
127 Catwoman	U/6	30.00	29.00	24.00
66 Changeling	V/5	5.50	5.00	3.50
	V/5	5.50	5.00	4.30
124 Commissioner Go	rdon			
	U/6	25.00	25.00	20.00
123 Darkseid	U/6	35.00	29.50	25.25

124	CONTINUES OF THE	IUUII			
		U/6	25.00	25.00	20.00
123	Darkseid	U/6	35.00	29.50	
122	Desaad	U/6	25.00	21.25	16.25
96	Doomsday	V/5	6.70	6.00	5.00
90	Dove	V/5	5.90	5.00	5.00
105	Flash	V/5	5.60	5.00y	
128	Flash	U/6	29.00	25.75	25.00
72	Gorilla Grodd		5.60		
87	Hawk	V/5	5.50	5.00	
97	Joker	R/3	4.00	3.90	2.00
98	Joker	E/4	5.50	5.00	
99	Joker	V/5	6.70	6.00	5.00
126	Joker	U/6	30.00	29.00	23.00
61	Nightwing	R/3	3.90	3.50	2.00
62	Nightwing	E/4	5.60	5.00	3.00
63	Nightwing	V/5	5.60	5.00▼	5.00
121	Parasite	U/6	24.25	21.75	17.75
102	Plastic Man	V/5	5.50	5.00	5.00
	Solomon Grundy	V/5	5.50	5.00	4.30
	Steel	V/5	5.60	5.00	5.00
109	Superman	R/3	4.00		4.00
	Superman	E/4	6.00	5.30	4.60
		V/5			6.00
130	Superman			33.75	28.50
117	Swamp Thing		5.60		
	The Key		23.50		
81	Weather Wizard	V/5	5.50	5.00	4.30



Ranks: R=Rookie; E=Experienced; V=Veteran; U=Unique Rarity: 1=most common; 6=most rare

namy. I=most comm	on, b=most r	are	
INFINITY CHAL	LENGE (150 F	igures	
Inf. Challenge Set	565.00 4	25 00v3	18 75
Inf. Challenge Starter			17.25
Inf. Challenge Booster	Pack 7.00	7.00	6.60
Inf. Challenge Booster Rarity 1 figure	1.00	1.00	1.00
Rarity 2 figure	2.00	2.00	1.50
Rarity 3 figure	3.00	3.00	2.00
Rarity 4 figure		4.00	3.10
Rarity 5 figure	5.90	5.00	4.30
# FIGURE NAME	DY/D IIDD	MED	LOW
87 Black Panther	V/5 5.90	5.50	5.00
90 Blizzard	V/5 5.90 V/5 5.90	5.30A	4.30
102 Bullseye	V/5 5.90	5.50	5.00
69 Captain America	V/5 6.00		5.20
148 Captain America	U/6 30.00	25.50	22.25
117 Controller	V/5 5.90		
84 Cyclops	V/5 6.00		5.00
147 Cyclops	U/6 25.00		18.75
99 Daredevil		5.60	
126 Dr. Strange	V/5 5.90	5.50	5.00
144 Elektra	U/6 25.00	22.00	
138 Firelord	V/5 6.00	5.40	
60 Hulk	V/4 5.00		4.20
	V/4 5.00	5.00	4.20
81 Juggernaut	V/5 5.90	5.50	5.00
146 Juggernaut	U/6 25.75	25.00	17.50
129 Magneto	V/5 6.80	5.90	5.20
142 Nightmare	U/6 25.00	20.75	17.00
78 Professor Xavier			5.00
145 Professor Xavier			
140 Quasar	U/6 28.75		
123 Rogue	V/5 6.00	5.90	
105 Scarlet Witch	V/5 5.90 R/3 4.00	5.30▲	5.00
70 Spider-Man	R/3 4.00	4.00	
71 Spider-Man	E/4 5.80		3.90
72 Spider-Man	V/5 7.50	6.00	5.60
150 Spider-Man	U/6 40.00	34.25	30.00
141 Thanos	U/6 35.00		25.75
135 Ultron	V/5 6.00	5.60	5.00
139 Vision	U/6 28.75		
143 Wasp	U/6 25.00	22.50	
96 Whirlwind	V/5 5.90	5.20	5.00
75 Wolverine	V/5 6.00	6.00	5.80
149 Wolverine	11/6 33 75	30.00	25.00

	TIME (96 fig		
Clobberin' Time Set	400.00 3		
Booster Pack	7.00	7.00	7.00
Rarity 1 figure	1.00	0.90	0.80
Rarity 2 figure	1.90	1.50	1.50
Rarity 3 figure	2.90	2.40	2.00
Rarity 4 figure	4.00	4.00	3.30
Rarity 5 figure	7.30	5.00	5.00
# FIGURE NAME	RK/R UPR		
75 Dr. Doom	V/5 8.40	6.50	5.00
96 Enchantress	U/6 23.25	16.50	15.00
45 Invisible Woman	V/4 7.30	4.50	4.00
68 Logan	E/4 5.00		4.00
69 Logan	V/5 7.80		
95 Medusa	U/6 18.00 U/6 23.25	15.00	15.00
89 Mojo 87 Moondragon	U/6 23.25 U/6 19.50	16.50	
		16.50 ₄	
	U/6 29.75 U/6 23.75	19.00	15.75 18.00
	U/6 25.00		
85 Nightcrawler 91 Red Skull	U/6 25.00	22.00	22.00
88 Spider-Man	U/6 23.00 U/6 33.75		
	U/6 22.00		15.00
	U/6 26.25	22.00 20.50	
90 Super Skrull 47 Thing	E/3 3.90	3.50	3.10
48 Thing	V/4 5.00		
63 Thor	V/4 3.00 V/5 8.00	5.50	5.00
93 Titania	U/6 21.50	19.00	
50 Illania	0/0 21.30	13.00	10.00
		-	-



U/6 25.00 25.00 20.00 U/6 35.00 29.50 25.25	Tresertion
U/6 25.00 21.25v 16.25	Ranks: W=Weak; S-Standard; T=Tough; U=Unique
V/5 6.70 6.00 5.00 V/5 5.90 5.00 5.00	Rarity: 1=most common; 6=most rare
V/5 5.60 5.00▼ 5.00 U/6 29.00 25.75▲ 25.00	REBELLION (160 Figures)
V/5 5.60 5.00 5.00	Mage Knight Set 737.75 725.25 662.75 Mage Knight Starter Pack 20.00 19.50 17.50
V/5 5.50 5.00 4.30 R/3 4.00 3.90 2.00	Mage Knight Booster Pack 7.00 7.00 6.60
R/3 4.00 3.90 2.00 E/4 5.50 5.00 3.30	# FIGURE NAME RK/R UPR MED LOW 58 Altem Guardsman W/2 1.60 1.50 1.30
V/5 6.70 6.00 5.00	59 Altem Guardsman S/3 2.60 2.50 2.00
U/6 30.00 29.00 23.00 R/3 3.90 3.50 2.00	60 Altem Guardsman T/4 3.50 3.40 3.00 85 Amazon Blademistress
E/4 5.60 5.00 3.00	W/2 1.90 1.50 1.40
V/5 5.60 5.00 5.00 U/6 24.25 21.75 17.75	86 Amazon Blademistress S/3 2.90 2.50 2.00
V/5 5.50 5.00 5.00	87 Amazon Blademistress T/4 3.80 3.50 3.00
V/5 5.60 5.00 5.00	152 Amazon Queen U/6 23.00 15.00 12.50
R/3 4.00 4.00 4.00	49 Amotep Gunner W/2 1.90 1.50 1.40
E/4 6.00 5.30 4.60 V/5 8.00 6.00 6.00	51 Amotep Gunner T/4 4.00 3.807 3.50
U/6 38.75 33.75 28.50	52 Amotep Incinerator W/2 1.90 1.50 1.40
V/5 5.60 5.00 5.00 U/6 23.50 21.25 17.50	53 Amotep Incinerator S/3 2.90 2.50 2.00 54 Amotep Incinerator T/4 3.80 3.50 3.00
V/5 5.50 5.00 4.30	88 Black Powder Boomer
	89 Black Powder Boomer
RVEL	S/3 2.90 2.50 2.00 90 Black Powder Boomer
PCLIX	T/4 3.80 3.50 3.00
erienced; V=Veteran; U=Unique	55 Blade Golem W/2 1.90 1.50 1.40 56 Blade Golem S/3 2.90 2.50 2.00
on; 6=most rare	57 Blade Golem T/4 3.80 3.50 3.40
LENGE (150 Figures)	76 Bone Golem W/2 1.90 1.50 1.40 77 Bone Golem S/3 2.90 2.50 2.00
565.00 425.00 318.75	78 Bone Golem T/4 3.80 3.50 3.00
Pack 20.00 20.00 17.25 Pack 7.00 7.00 6.60	7 Brass Golem W/1 1.10 1.00 0.70 8 Brass Golem S/2 1.90 1.50 1.40
1.00 1.00 1.00	9 Brass Golem T/3 2.90 2.50 2.00
2.00 2.00 1.50 3.00 3.00 2.00	154 Chaos Mage U/6 23.75 15.00 13.00 112 Crusher W/3 2.90 2.50 2.00
4.00 4.00 3.10	113 Crusher S/4 3.80 3.50 3.00
5.90 5.00 4.30	114 Crusher T/5 5.00 4.90 4.00 142 Crypt Worm W/3 3.10 - 2.50 2.00
V/5 5.90 5.50 5.00	143 Crypt Worm S/4 3.80 3.50 3.00
V/5 5.90 5.30 4.30 V/5 5.90 5.50 5.00	144 Crypt Worm T/5 5.00 4.90 4.00 19 Crystal Bladesman W/1 1.00 1.00 0.90
V/5 5.90 5.50 5.00 V/5 6.00 5.90 5.20	20 Crystal Bladesman S/2 2.00 1.70v 1.50
U/6 30.00 25.50 22.25	21 Crystal Bladesman T/3 3.00 2.70v 2.40 130 Deep Spawn W/3 2.90 2.50v 2.00
V/5 5.90 5.20 4.30 V/5 6.00 5.70 5.00	131 Deep Spawn S/4 3.80 3.50 3.00
U/6 25.00 22.75 18.75	132 Deep Spawn T/5 5.00 4.90 4.00 10 Demi-magus W/1 1.10 1.00 0.90
V/5 5.90 5.60 5.00 V/5 5.90 5.504 5.00	11 Demi-magus S/2 2.10 1.70 1.50
U/6 25.00 22.00 16.00	12 Demi-magus T/3 3.10 2.70 2.40 46 Dwarven Berserker W/1 1.00 1.00 0.90
V/5 6.00 5.40 5.00 V/4 5.00 5.00 4.20	47 Dwarven Berserker S/2 2.00 1.70▼ 1.50
V/5 5.90 5.50 5.00	48 Dwarven Berserker T/3 3.00 2.70v 2.40
U/6 25.75 25.00 17.50	91 Dwarven Fuser W/2 1.90 1.50 1.40 92 Dwarven Fuser S/3 2.90 2.50 2.00 93 Dwarven Fuser T/4 3.80 3.50 3.00
V/5 6.80 5.90 5.20 U/6 25.00 20.75 17.00	93 Dwarven Fuser T/4 3.80 3.50 3.00
V/5 6.00 5.60▲ 5.00	151 Dwarven Jarl U/6 23.00 15.00 11.00 147 Elemental Priest U/6 23.75 15.00 11.50
U/6 28.75 24.50 19.00 U/6 28.75 21.25 20.00	34 Feral Bloodsucker W/1 1.00 1.00 0.90
V/5 6.00 5.90 5.10	35 Feral Bloodsucker S/2 2.00 1.70v 1.50 36 Feral Bloodsucker T/3 3.00 2.70v 2.40
V/5 5.90 5.30 5.00 R/3 4.00 4.00 2.50	31 Grave Robber W/1 1.00 1.00 0.90
E/4 5.80 5.00 3.90	32 Grave Robber S/2 2.00 1.70 1.50 33 Grave Robber T/3 3.00 2.70 2.40
V/5 7.50 6.00 5.60 U/6 40.00 34.25 30.00	118 Half-troll Hacker W/3 2.90 2.50 2.00
U/6 35.00 28.50 25.75	119 Half-troll Hacker S/4 3.80 3.50 3.00 120 Half-troll Hacker T/5 5.00 4.90 4.00
V/5 6.00 5.60 5.00	160 Hierophant U/6 35.00 29.00▼ 21.00
U/6 28.75 25.00 22.50 U/6 25.00 22.50 17.00	121 lmp W/3 2.90 2.50 2.00 122 lmp S/4 3.80 3.50 3.00
V/5 5.90 5.20▲ 5.00	123 lmp T/5 5.00 4.90 4.00
V/5 6.00 6.00 5.80 U/6 33.75 30.00 25.00	37 Khamsin Freelancer W/1 1.00 1.00 0.90 38 Khamsin Freelancer S/2 2.00 1.70▼ 1.50
370 30.70 00.00 23.00	50 Talaman (100 and 572 2.00 1.70 1.30

DC HeroClix/Marvel HeroClix/Mage Knight

	-				
39 Khamsin Freelance		3.00	2.70	2.40	87
40 Khamsin Fuser 41 Khamsin Fuser	W/1 S/2	1.00	1.00 1.70	0.90 1.50	152
42 Khamsin Fuser	T/3	3.00	2.70	2.40	49
133 Ki Devil 134 Ki Devil	W/3 S/4	2.90 3.80	2.50 3.50	2.00	50 51
135 Ki Devil	T/5	5.00	4.90	4.00	115
43 Leech Medic	W/1	1.00	1.00	0.90	116
44 Leech Medic 45 Leech Medic	S/2 T/3	2.00 3.00	1.70v 2.70v	1.50 2.40	117 88
103 Liege Knight	W/3	2.90	2.50	2.00	
104 Liege Knight 105 Liege Knight	S/4 T/5	3.80 5.00	3.50 4.90	3.00 4.00	89
70 Living Elemental	W/2	1.90	1.50	1.40	90
71 Living Elemental	S/3	2.90	2.50	2.00	
72 Living Elemental 157 Magna Draconum	T/4 U/6	3.80 25.00	3.50 20.00	3.00 15.00	55 56
145 Magus	U/6	25.00	20.00	15.00	57
158 Magus Draconum		25.00	22.00v	16.00	157
16 Mending Priestess17 Mending Priestess	S S/2	1.00	1.00	0.90 1.50	76
18 Mending Priestess	s T/3	3.00	1.70v 2.70v	1.50	77
159 Mystic Draconum 149 Necromancer	U/6 U/6	25.00	22.00 v 15.00	15.00 14.00	78 67
156 Neophant	U/6	23.75 23.75	20.00	15.00	68
28 Nightblade	W/1	1.00	1.00	0.90	69
29 Nightblade 30 Nightblade	S/2 T/3	2.00 3.00	1.70▼ 2.70▼	1.50	112 113
79 Nightstalker	W/2	2.00	1.50	1.40	114
80 Nightstalker 81 Nightstalker	S/3 T/4	2.90	2.50	2.00	19
97 Noble Archer	W/3	3.80 2.90	3.50 2.50	3.40 2.00	20 21
98 Noble Archer	S/4	3.80	3.50	3.00	130
99 Noble Archer 150 Order of Vladd	T/5 U/6	5.00 23.75	4.90	4.00 15.00	13°
153 Paladin Prince	U/6	23.75	15.00	11.00	10
22 Ranger	W/1	1.00	1.00	0.90	11
23 Ranger 24 Ranger	S/2 T/3	2.00 3.00	1.70v 2.70v	1.50 2.40	12 159
100 Royal Pikeman	W/3	2.90	2.50	2.00	46
101 Royal Pikeman 102 Royal Pikeman	S/4 T/5	3.80 5.00	3.50 4.90	3.00 4.00	47 48
82 Screeching Terror	W/2	1.90	1.50	1.40	48 15
83 Screeching Terror	S/3	2.90	2.50	2.00	
84 Screeching Terror 73 Seething Knight	T/4 W/2	3.80 1.90	3.50 1.50	3.00 1.40	158 147
74 Seething Knight	8/3	3.10	2.507	2.00	34
75 Seething Knight	T/4	3.80	3.50	3.00	35
127 Shade 128 Shade	W/3 S/4	3.10	2.50 3.50	3.00	36 82
129 Shade	T/5	5.00	4.90	4.00	83
115 Shaman 116 Shaman	W/3 S/4	2.90 3.80	2.50 3.50	2.00 3.00	84 31
117 Shaman	T/5	5.00	4.90	4.00	32
124 Skeleton	W/3	2.90	2.50	2.00	33
125 Skeleton 126 Skeleton	S/4 T/5	3.80 5.00	3.50 4.90	3.00 4.00	91 92
109 Slasher	W/3	2.90	2.50	2.00	93
110 Slasher 111 Slasher	S/4 T/5	3.80	3.50	3.00	12
94 Steam Golem	W/2	5.00 1.90	4.90 1.50	4.00 1.50	122 123
95 Steam Golem	S/3	2.90	2.50	2.40	145
96 Steam Golem 146 Storm Golem	T/4 U/6	4.00 26.00	3.60v 25.00	3.40 23.75	40 41
106 Temple Blademaste	erW/3	2.90	2.50	2.00	42
107 Temple Blademaste 108 Temple Blademaste		3.80	3.50	3.00	37 38
67 Troll Artillerist	W/2	5.00 2.00	4.90 1.70	4.00 1.50	39
68 Troll Artillerist	S/3	3.00	2.70▼	2.40	133
69 Troll Artillerist 64 Troll Brawler	T/4 W/2	4.00 1.90	3.60v 1.50	3.40 1.40	134 135
65 Troll Brawler	S/3	2.90	2.50	2.00	43
66 Troll Brawler	T/4	3.80	3.50	3.00	44
148 Troll Chieftain 1 Utem Crossbown		23.75	15.00▲	11.00	45 103
	W/1	1.00	1.00	0.70	104
2 Utem Crossbowm		1.00	1.50	1.40	105 70
3 Utem Crossbowm	S/2 ian	1.90	1.50	1.40	71
	T/3		2.50	2.00	72
4 Utem Guardsman	W/1	1.00	1.00	0.70	97 98
5 Utem Guardsman6 Utem Guardsman	S/2 T/3	1.90 2.90	1.50 2.50	1.40 2.00	99
139 Werebear	W/3	2.90	2.50	2.00	146
140 Werebear 141 Werebear	S/4 T/5	3.80	3.50	3.00	25 26
136 Werewolf	W/3	5.00 2.90	4.90 2.50▼	4.00 2.00	27
137 Werewolf	S/4	3.80	3.50	3.00	16 17
138 Werewolf 61 Wood Golem	T/5 W/2	5.00 1.90	4.90 1.50	4.00	18
62 Wood Golem	S/3	2.90	2.50	1.40	28
63 Wood Golem	T/4	3.80	3.50	3.00	29 30
13 Woodland Scout14 Woodland Scout	W/1 S/2	1.00	1.00	0.90	79
15 Woodland Scout	T/3	3.00	1.70v 2.70v	1.50 2.40	80
155 Wraith	0/0	23.73	18.00 v	15.00	81 150
25 Zombie 26 Zombie	W/1 S/2	1.00	1.00 1.70	0.90 1.50	155
27 Zombie	T/3	3.00	2.70▼	2.40	22 23
Total	8	18.00	677.40 5	58.85	24
UNLIMITE	D (160) Figur	es)		16
Unlimited Set Unlimited Starter Pack	70	13.25 €	66.0076		73 74
Unlimited Starter Pack		7.00	20.00₄ 6.70▼	16.00 6.00	75
# FIGURE NAME	RK/R	UPR	MED	LOW	10
58 Altem Guardsmar 59 Altem Guardsmar	1 W/2	1.80 2.70	1.50 2.50	1.50 2.00	10
59 Altem Guardsmar 60 Altem Guardsmar	T/4	3.60	3.00	3.00	12
85 Amazon Bladesm	istres	S			12:
86 Amazon Bladesm	W/2 istres		1.50	1.50	10
	S/3		2.50	2.00	110

Marverrie	., 0		Williage Itti
87 Amazon Bladesmistress			127 Specter W/2 1.80
T/4 3.60	3.00	3.00	128 Specter S/3 2.70
152 Amazon Huntress U/6 17.25		14.75	129 Specter T/4 3.60
49 Amotep Gunner W/2 1.80 50 Amotep Gunner S/3 2.70	1.50 2.50	1.50 2.00	94 Steam Golem W/2 1.80 95 Steam Golem S/3 2.70
51 Amotep Gunner T/4 3.60	3.00	3.00	96 Steam Golem T/4 3.60
115 Barber-Surgeon W/2 1.80	1.50	1.50	154 Summoner U/6 21.00 1 52 Technomancer W/2 1.80
116 Barber-Surgeon S/3 2.70 117 Barber-Surgeon T/4 3.60	2.50 3.00	2.00 3.00	52 Technomancer W/2 1.80 53 Technomancer S/3 2.70
88 Black Powder Boomer			54 Technomancer T/4 3.60
W/2 1.80	1.50	1.50	106 Temple BlademasterW/3 2.70
89 Black Powder Boomer S/3 2.70	2.50	2.00	107 Temple Blademaster S/4 3.60 108 Temple Blademaster T/5 5.00
90 Black Powder Boomer			153 Temple Lord U/6 17.50 1
T/4 3.60	3.00	3.00	118 Tribal Brute W/2 1.80
55 Blade Golem W/2 1.80 56 Blade Golem S/3 2.70	1.50 2.50	1.50 2.00	119 Tribal Brute S/3 2.70 120 Tribal Brute T/4 3.60
57 Blade Golem T/4 3.60	3.00	3.00	64 Troll Brawler W/2 1.80
157 Bladesmith Draconum	00.00	40.00	65 Troll Brawler S/3 2.70
76 Bone Golem W/2 1.80	22.00 <u>A</u>	18.00 1.50	66 Troll Brawler T/4 3.60 148 Troll Knight U/6 17.50 1
77 Bone Golem S/3 2.70	2.50	2.00	1 Utem Crossbowman
78 Bone Golem T/4 3.60	3.00	3.00	W/1 1.00
67 Centaur Lieutenant W/2 1.80 68 Centaur Lieutenant S/3 2.70	1.50 2.50	1.50	2 Utem Crossbowman S/2 1.80
68 Centaur Lieutenant S/3 2.70 69 Centaur Lieutenant T/4 3.60	3.00	2.00 3.00	3 Utem Crossbowman
112 Crusher W/3 2.70	2.50	2.00	T/3 2.70
113 Crusher S/4 3.60	3.00	3.00	4 Utem Guardsman W/1 1.00
114 Crusher T/5 5.00 19 Crystal Bladesman W/1 1.00	4.00 1.00	4.00 0.80	5 Utem Guardsman S/2 1.80 6 Utem Guardsman T/3 2.70
20 Crystal Bladesman S/2 2.00	1.50	1.50	139 Werebear W/3 2.70
21 Crystal Bladesman T/3 3.00	2.50	2.00	140 Werebear S/4 3.60
130 Deep Spawn W/3 2.70 131 Deep Spawn S/4 3.60	2.50 3.00	2.00 3.00	141 Werebear T/5 5.00 136 Werewolf W/3 2.70
132 Deep Spawn T/5 5.00	4.00	4.00	137 Werewolf S/4 3.60
10 Demi-magus W/1 1.00	1.00	0.80	138 Werewolf T/5 5.00
11 Demi-magus S/2 1.80 12 Demi-magus T/3 2.70	1.50 2.50	1.50 2.00	142 Whelp W/3 2.70 143 Whelp S/4 3.60
159 Demiphant U/6 25.25	19.00	15.00	144 Whelp T/5 5.00
46 Dwarven Berserker W/1 1.00	1.00	0.80	156 Whelp Master U/6 20.00 1
47 Dwarven Berserker S/2 1.80 48 Dwarven Berserker T/3 2.70	1.50 2.50	1.50 2.00	7 Whirling Golem W/1 1.00 8 Whirling Golem S/2 1.80
151 Dwarven Hammerskald	2.00	2.00	9 Whirling Golem T/3 2.70
U/6 17.25		14.25	61 Wood Golem W/2 1.80
158 Eldritch Draconum U/6 23.75 147 Emerald Warder U/6 17.50		15.25	62 Wood Golem S/3 2.70
147 Emerald Warder U/6 17.50 34 Feral Bloodsucker W/1 1.00	15.00	15.00 0.80	63 Wood Golem T/4 3.60 13 Woodland Scout W/1 1.00
35 Feral Bloodsucker S/2 1.80	1.50	1.50	14 Woodland Scout S/2 1.80
36 Feral Bloodsucker T/3 2.70	2.50	2.00	15 Woodland Scout T/3 2.70
82 Flesh Golem W/2 2.00 83 Flesh Golem S/3 3.00	1.50 2.50	1.50	149 Zombie Baron U/6 19.50 1 Total 714.75 60
84 Flesh Golem T/4 4.00	3.50	3.00	LANCERS (142 Figures)
31 Grave Robber W/1 1.00 32 Grave Robber S/2 1.80	1.00 1.50	0.80 1.50	Lancers Set 837.50 80
33 Grave Robber T/3 2.70	2.50	2.00	Lancers Booster Pack 6.80
91 Huntsman W/2 1.80	1.50	1.50	# FIGURE NAME RK/R UPR
92 Huntsman S/3 2.70	2.50	2.00	130 Ankhar Archer W/3 2.60
92 Huntsman S/3 2.70 93 Huntsman T/4 3.60 121 Imp W/3 2.70	2.50 3.00 2.50		130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00
92 Huntsman S/3 2.70 93 Huntsman T/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60	2.50 3.00 2.50 3.00	2.00 3.00 2.00 3.00	130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W/3 2.60
92 Huntsman S/3 2.70 93 Huntsman T/4 3.60 121 Imp S/4 3.60 122 Imp S/4 3.60 123 Imp T/5 5.00	2.50 3.00 2.50 3.00 4.00	2.00 3.00 2.00 3.00 4.00	130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W/3 2.60 125 Ankhar Butcher S/4 3.60
92 Huntsman	2.50 3.00 2.50 3.00 4.00 15.25 1.00	2.00 3.00 2.00 3.00	130 Ankhar Archer W3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W3 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 142 Arcane Draconum U/6 45.00
92 Huntsman	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50	130 Ankhar Archer W.3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W.3 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 142 Arcane Dracomum U/6 4.00 7076 Barber-Surgeon W.2 1.60
92 Huntsman S/3 2.70 93 Huntsman T/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp T/5 5.00 145 Inquisitor W/1 1.00 41 Khamsin Fuser W/1 1.00 41 Khamsin Fuser S/2 1.80 42 Khamsin Fuser T/3 2.70	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00	130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W/3 2.60 125 Ankhar Butcher S/4 3.60 126 Ankhar Butcher T/5 5.00 142 Arcane Draconum W/6 45.00 3076 Barber-Surgeon W/2 1.60 077 Barber-Surgeon S/3 2.50 312 313
92 Huntsman 5/3 2.70 33 Huntsman 17/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 40 Khamsin Fuser W/1 1.00 41 Khamsin Fuser 17/3 2.70 37 Khamsin GurslingerW/1 1.00 38 Khamsin GurslingerW/1 1.00 38 Khamsin GurslingerS/2 1.80	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50 1.00 1.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 3/4 3.60 123 Imp 1/5 5.00 145 Inquisitor U/6 17.50 04 Khamsin Fuser W/1 1.00 41 Khamsin Fuser S/2 1.80 42 Khamsin Guser Imper S/2 1.80 42 Khamsin Gurslinger S/2 1.80 38 Khamsin Gurslinger S/2 1.80 38 Khamsin Gurslinger S/2 1.80 38 Khamsin Gurslinger S/2 1.80 39 Khamsin Gurslinger S/2 1.80	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50 1.50 2.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00	130 Ankhar Archer W3 2.60 131 Ankhar Archer K4 3.60 132 Ankhar Archer T/5 5.00 124 Ankhar Butcher W3 2.65 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 127 Barber-Surgeon W6 1.60 128 Archer-Surgeon W2 1.60 129 Archer-Surgeon W3 2.50 130 Ankhar W5 1.60 130 Ankhar W6 1.60 130 Ankhar W6 1.60 131 Ankhar W7 1.60 132 Ankhar W7 1.60 133 Ankhar W7 1.60 134 Ankhar W7 1.60 135 Ankhar W7 1.60 135 Ankhar W7 1.60 136 Ankhar W7 1.60 137 Ankhar W7 1.60 138 Ankhar W7 1.60 138 Ankhar W7 1.60 138 Ankhar W7 1.60 139 Ankhar W7 1.60 130 Ankhar
92 Huntsman S/3 2.70 3 Huntsman T/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 145 Inquisitor U/6 17.50 40 Khamsin Fuser W/1 1.00 41 Khamsin Fuser T/3 2.70 42 Khamsin Fuser T/3 2.70 73 Khamsin GurslingerW/1 1.00 38 Khamsin GurslingerW/3 2.70 39 Khamsin Gurslinger/37 2.70 38 Ki Devil W/3 2.70 38 12 W/3 2.70	2.50 3.00 2.50 3.00 4.00 15.25v 1.00 1.50 2.50a 1.50 2.50a 2.50a	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 2.00	130 Ankhar Archer
92 Huntsman 5/3 2.70 3 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 1/5 5.00 145 Inquisitor U/6 17.50 40 Khamsin Fuser W/1 1.00 41 Khamsin Fuser W/1 1.00 41 Khamsin Fuser W/1 3.00 42 Khamsin Fuser W/1 1.00 38 Khamsin GurslingerV3/2 1.80 38 Khamsin GurslingerV3/2 1.80 39 Khamsin GurslingerV3/2 1.80 30 Khamsin GurslingerV3/2 1.80 31 Khamsin GurslingerV3/2 1.80 32 Khamsin GurslingerV3/2 1.80 33 Khamsin GurslingerV3/2 1.80 34 Khamsin GurslingerV3/2 1.80 35 Khamsin GurslingerV3/2 1.80 36 Khamsin GurslingerV3/2 1.80 36 Khamsin GurslingerV3/2 1.80 36 Khamsin GurslingerV3/2 1.80 36 Khamsin GurslingerV3/2 1.80 37 Khamsin GurslingerV3/2 1.80	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50 1.50 2.50 3.00 4.00	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 2.00 3.00 4.00	130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer J/5 5.00 124 Ankhar Butcher W/3 2.60 125 Ankhar Butcher J/4 3.60 126 Ankhar Butcher T/5 5.00 142 Arcane Draconum W/2 1.60 077 Barber-Surgeon W/2 1.60 077 Barber-Surgeon J/4 3.50 078 Barber-Surgeon W/2 1.60 078 Barber-Surgeon J/4 3.50 073 Bone Grinder W/2 1.60 074 Bone Grinder W/3 2.50 075 Bone Grinder W/3 4.60 127 Cave Archer W/3 4.60
92 Huntsman S/3 2.70 31 Huntsman T/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp T/5 5.00 145 Inquisitor U/6 17.50 40 Khamsin Fuser W/1 1.00 41 Khamsin Fuser T/3 2.70 42 Khamsin Fuser T/3 2.70 42 Khamsin GunslingerW/1 1.00 38 Khamsin Gunslinger S/2 1.80 39 Khamsin Gunslinger S/2 1.80 38 Khamsin Gunslinger S/2 1.80 38 Khamsin Gunslinger S/2 1.80 38 Khamsin Gunslinger S/2 1.80 39 Khamsin Gunslinger S/2 1.80 31 Ki Devil J/3 3.60 133 Ki Devil J/3 3.60 135 Ki Devil T/5 5.00 43 Leech Medic W/1 1.00	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50 1.50 2.50 3.00 4.00 1.00	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 2.00 3.00 4.00	130 Ankhar Archer
92 Huntsman S/3 2.70 33 Huntsman T/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp T/5 5.00 145 Inquistor U/6 17.50 041 Khamsin Fuser W/1 1.00 41 Khamsin Fuser W/1 1.00 42 Khamsin GurslingerK/2 1.80 42 Khamsin GurslingerK/2 1.80 98 Khamsin GurslingerK/2 1.70 133 Ki Devil W/3 2.70 133 Ki Devil S/4 3.61 135 Ki Devil J/4 5.50 43 Leech Medic S/2 2.00	2.50 3.00 2.50 3.00 4.00 15.25v 1.00 1.50 2.50a 1.50 2.50a 4.00 4.00 1.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 2.00 2.00 2.00 3.00 4.00 0.80 1.50	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 3/4 3.60 123 Imp 1/5 5.00 145 Inquisitor U/6 17.55 0.04 Khamsin Fuser W/1 1.00 41 Khamsin Fuser S/2 1.80 42 Khamsin Fuser S/2 1.80 42 Khamsin Gurslinger1/2 1.80 38 Khamsin Gurslinger1/2 1.70 38 Khamsin Gurslinger1/2 2.70 133 Ki Devil W/3 2.70 134 Ki Devil J/4 3.60 135 Ki Devil J/5 5.00 43 Leech Medic W/1 1.00 44 Leech Medic W/1 2.70 105 Liege Knight W/3 2.70	2.50 3.00 2.50 3.00 4.00 15.25 v 1.00 1.50 2.50 u 1.50 2.50 u 4.00 1.50 2.50 u 4.00 1.50 2.50 u 2.50 u 4.00 1.50 2.50 u 4.00 2.50 u 4.00 u 4.	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 2.00 4.00 4.00 4.00 0.80 1.50 2.00 4.00 4.00 2.00	130 Ankhar Archer
92 Huntsman 5/3 2/70 3 Huntsman 7/4 3/60 121 Imp W/3 2/70 122 Imp 5/4 3/60 123 Imp 1/5 5/00 145 Inquisitor U/6 17/5 0/00 146 Inquisitor U/6 17/5 0/00 147 Khamsin Fuser W/1 1/00 148 Khamsin Fuser W/1 1/00 149 Khamsin Gurslinger S/2 1/80 149 Khamsin Gurslinger S/2 1/80 140 Khamsin Fuser S/2 1/80 140 Khams	2.50 3.00 2.50 3.00 4.00 15.25 1.00 1.50 2.50 3.00 4.00 1.50 2.50 4.00 1.50 2.50 3.00 4.00 1.50 2.50 3.00 4.00	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 2.00 3.00 4.00 0.80 1.50 2.00 2.00 3.00	130 Ankhar Archer W3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer W3 2.60 124 Ankhar Butcher W7 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 127 Barber-Surgeon W2 1.60 128 Tave Pargeon W2 1.60 128 Tave Archer W3 2.50 129 Cave Archer W3 2.50 129 Cave Archer W3 2.50 120 Cave Butcher W3 2.50 121 Cave Butcher W3 2.50 122 Cave Butcher W3 2.50 123 Cave Butcher T/5 5.00 124 Cave Butcher S/4 3.60 125 Cave Butcher T/5 5.00 126 Cave Butcher T/5 5.00 127 Cave Butcher T/5 5.00 128 Cave Archer T/5 5.00 129 Cave Archer T/5 5.00 120 Cave Archer T/5 5.00 121 Cave Butcher S/4 3.60 123 Cave Butcher T/5 5.00 124 Cave Butcher T/5 5.00 125 Cave Butcher T/5 5.00 126 Cave Butcher T/5 5.00 127 Cave Archer T/5 5.00 128 Cave Archer T/5 5.00 129 Cave Archer T/5 5.00 120 Cave Archer T/5 5.00 121 Cave Butcher T/5 5.00 122 Cave Butcher T/5 5.00 123 Cave Butcher T/5 5.00 124 Cave Archer T/5 5.00 125 Cave Butcher T/5 5.00 126 Cave Archer T/5 5.00 127 Cave Archer T/5 5.00 128 Cave Archer T/5 5.00 129 Cave Archer T/5 5.00 120 Cave Archer T/5 5.00 121 Cave Butcher T/5 5.00 122 Cave Butcher T/5 5.00 123 Cave Butcher T/5 5.00
92 Huntsman 5/3 2/70 3 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp 1/5 5.00 145 Inquistor U/5 17.50 145 Inquis	2.50 3.00 4.00 15.25 1.00 1.50 2.50 1.50 2.50 4.00 1.50 2.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 3.00 4.00 0.80 1.50 2.00 2.00 2.00 3.00 4.00 0.80	130 Ankhar Archer
92 Huntsman S/3 2.70 3 Huntsman T/4 3.70 31 Huntsman T/4 3.70 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp T/5 5.00 145 Inquisitor U/6 17.50 146 Inquisitor U/6 17.50 145 Inquisitor U/6 17.50 145 Inquisitor U/6 17.50 145 Inquisitor U/6 17.50 145 Khamsin Fuser S/2 1.80 145 Khamsin Gurslingert/3 2.70 133 Ki Devil W/3 2.70 134 Ki Devil W/3 2.70 135 Ki Devil T/5 5.00 145 Leech Medic W/1 1.00 145 Leech Medic W/1 1.00 145 Leech Medic T/3 2.70 105 Liege Knight W/3 2.70 106 Liege Knight J/5 5.00 106 Liege Knight T/5 5.00 106 Liege Knight J/5 5.00 107 Living Elemental W/2 1.80	2.50 3.00 2.50 3.00 4.00 15.25 1.00 2.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 3.00 4.00 1.50 2.50 3.00 4.00 1.50 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.00 3.00 2.00 4.00 15.00 0.80 1.50 2.00 2.00 4.00 4.00 4.00 4.00 4.00 4.0	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp 175 5.00 125 Imp 175 5.00 145 Inquisitor U/6 17.50 145 Inquisitor U/6 17.50 145 Inquisitor S/7 1.00 141 Khamsin Fuser S/2 1.80 142 Khamsin Fuser S/2 1.80 142 Khamsin GurslingerS/2 1.80 143 Kinguisin GurslingerS/2 1.80 145 Leech Medic 175 2.00 145 Le	2.50 3.00 2.50 3.00 4.00 15.25v 1.00 2.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 3.00 4.00 1.50 2.50 3.00 4.00 1.50 2.50 3.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	2.00 3.00 2.00 4.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 3/4 3.60 123 Imp 175 5.00 125 Imp 175 5.00 145 Inquistor U/6 17.50 145 Inquistor U/7 1.00 145 Inquistor U/7 1.00 146 Inquistor U/7 1.00 147 Inquistor U/7 1.00 148 Inquistor U/7 1.00 149 Inquistor U/7 1.00 140 Inquistor U/7 1.00 140 Inquistor U/7 1.00 140 Inquistor U/7 1.00 150 Inquistor U/7 1.0	2.50 3.00 4.00 15.25v 1.00 1.50 2.50v 1.50 2.50v 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50 2.50v 4.00 1.50v 4.00v	2.00 3.00 2.00 3.00 4.00 15.00 0.80 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 3.00 4.00 1.50 3.00 4.00 1.50 3.00 4.00 4.00 1.50 3.00 4.00 4.00 1.50 3.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	130 Ankhar Archer W3 2.60 131 Ankhar Archer K3 3.60 132 Ankhar Archer K3 3.60 124 Ankhar Butcher W3 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 127 Ankhar Butcher T/5 5.00 128 Ankhar Butcher T/5 5.00 128 Barber-Surgeon W2 1.60 129 Ankhar Surgeon W3 2.50 129 Cave Archer W3 2.50 129 Cave Archer W3 2.90 120 Cave Butcher T/5 5.00 121 Cave Butcher W7 3.60 122 Cave Butcher W7 3.60 123 Cave Butcher W7 3.60 120 Cantaur Archer W1 1.00 105 Centaur Leutenant W2 1.60 105 Centaur Leutenant W3 2.50 105 Centaur Lieutenant W3 3.60 107 Centaur Outrider W1 1.00 108 108 108 108 108 109 109 109 109 109 109 109 109 109 109 109 109 100 109 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 109 100 109 100 109 109 100 109 109 100 109 109 100 109 100 109 109 100 109 109 100 109
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3/60 121 Imp W/3 2/70 122 Imp 5/4 3/60 123 Imp 1/5 5/00 145 Inquistor U/5 17/5 5/00 145 Inquistor U/5 1/5 5/00 145 Inquistor U/5 1/5 5/00 145 Leech Medic S/2 2/00 145 Leech Medic S/2 2/00 150 Leipe Knight V/5 1/5 5/00 150 Liepe Knight V/5 1/5 1/5 1/5 1/5 1/5 1/5 1/5 1/5 1/5 1	2.50 3.00 4.00 1.50 2.50 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.00 3.00 4.00 15.00 2.00 0.80 1.50 2.00 2.00 3.00 4.00 1.50 2.00 3.00 4.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 3.00 4.00 1.50 3.00 4.00 3.00 4.00 3.00 4.00 4.00 4.0	130 Ankhar Archer W/3 2.60 131 Ankhar Archer S/4 3.60 132 Ankhar Archer W/3 2.60 124 Ankhar Butcher W/3 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 127 Barber-Surgeon W/2 1.60 128 Taver-Surgeon W/3 2.50 129 Barber-Surgeon W/3 2.50 127 Barber-Surgeon W/3 2.50 127 Cave Archer W/3 2.50 128 Cave Archer W/3 3.60 129 Cave Archer W/3 3.60 129 Cave Archer T/5 5.00 120 Cave Butcher W/3 2.90 122 Cave Butcher W/3 2.90 122 Cave Butcher T/5 5.00 123 Cave Butcher W/3 2.90 124 Cave Butcher W/3 2.90 125 Carbaur Lieutenant W/3 2.90 126 Centaur Archer S/2 1.60 136 Centaur Lieutenant W/3 3.60 137 Centaur Outrider W/3 3.60 138 Carbaur Lieutenant W/3 3.60 139 Centaur Lieutenant W/3 3.60 140 Centaur Lieutenant W/3 3.60 150 Centaur Lieutenant W/3 3.60 150 Centaur Unitrider W/3 3.60 150 Centaur Outrider W/3 3.50 150 Centaur
92 Huntsman 5/3 2/70 3 Huntsman 7/4 3,60 121 Imp W/3 2,70 122 Imp 5/4 3,60 123 Imp 1/5 5,00 145 Inquisitor U/6 17,50 146 Inquisitor U/6 17,50 146 Inquisitor U/6 17,50 147 Inquisitor U/6 17,50 148 Inquisitor U/7 13,70 148 Khamsin Fuser 7/3 2,70 148 Kinamsin Gunslinger/7 2,70 148 Kin Devil W/3 2,70 148 Kin Devil W/3 2,70 148 Kin Devil W/3 2,70 149 Leech Medic W/1 1,00 140 Leech Medic W/1 1,00 140 Leech Medic W/1 1,00 140 Liege Knight W/3 2,70 140 Liege Knight W/3 2,70 150 Liege Knight V/3 2,80 105 Liege Knight V/3 1,80 105 Liege Knight V/2 1,80 105 Liege Knight V/2 1,80 105 Liege Knight V/2 1,80 107 Living Elemental V/2 1,80 108 Longbow Archer W/1 1,00 180 Longbow Archer S/2 1,80 190 Longbow Archer S/2 1,80 190 Longbow Archer S/2 1,80 146 Maelstorn Golem U/6 25,25	2.50 3.00 4.00 1.50 1.525 1.00 1.50 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 3.00 4.00 15.00 15.00 15.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer
92 Huntsman 5/3 2.70 3 Huntsman 7/4 3.70 122 Imp W/3 2.70 122 Imp W/3 2.70 123 Imp T/5 5.00 145 Inquisitor U/6 17.50 146 Khamsin Fuser W/1 1.00 147 Khamsin Gurslinger/12 1.80 148 Khamsin Gurslinger/12 1.80 149 Khamsin Gurslinger/12 1.80 140 Khamsin Gurslinger/12 1.80 141 Eech Medic S/2 2.70 145 Leech Medic S/2 2.70 145 Leech Medic S/2 2.70 146 Leech Medic S/2 2.70 147 Leech Medic S/2 2.70 148 Leech Medic S/2 2.70 150 Liege Knight 175 5.00 150 Liege Knight 175 1.00 150 Liege Knight 175 1.	2.50 3.00 4.00 15.25 1.00 1.50 1.50 2.50 1.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 2.50 3.00 1.50 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	2.00 3.00 4.00 15.00 0.80 1.50 2.00 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 3.00 4.00 1.50 3.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	130 Ankhar Archer W.3 2.60 131 Ankhar Archer S./4 3.60 132 Ankhar Archer W.3 2.60 124 Ankhar Butcher W.3 2.60 125 Ankhar Butcher W.3 3.60 126 Ankhar Butcher T.5 5.00 126 Ankhar Butcher T.5 5.00 127 Ankhar Butcher T.5 5.00 142 Arcane Draconum U.4 4.500 142 Arcane Draconum U.7 4.500 142 Arcane Draconum U.7 4.500 143 Barber-Surgeon W.2 1.60 157 Barber-Surgeon W.2 1.60 158 Barber-Surgeon W.2 1.60 158 Barber-Surgeon W.2 1.60 157 Barber-Surgeon W.2 1.60 158 Barber-Surgeon W.2 1.60 158 Barber-Surgeon W.2 1.60 158 Barber-Surgeon W.3 2.50 158 Barber-Surgeon W.3 2.50 158 Barber-Surgeon W.3 2.50 158 Barber-Surgeon W.3 2.50 159 Barber-Surgeon W.3 2.50 150 Cave Archer W.3 2.50 150 Cave Archer W.3 2.50 150 Cave Archer W.3 2.50 150 Cave Butcher W.3 2.90 150 Cave Butcher W.3
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 125 Imp 17/5 5.00 145 Inquisitor 1/6 17/6 17/6 17/6 17/6 17/6 17/6 17/6	2.50 3.00 4.00 1.525 1.00 1.550 2.500 4.00 1.50 2.500 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.00 3.00 4.00 15.00 0.80 1.50 2.00 2.00 2.00 2.00 2.00 3.00 4.00 2.00 3.00 4.00 3.00 4.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 4.00 1.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	130 Ankhar Archer
92 Huntsman 5/3 2.70 3 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 146 Inquisitor U/7 1.00 147 Inquisitor U/7 1.00 148 Inquisitor U/7 1.00 149 Leech Medic 5/2 2.00 150 Leech Medic 5/2 2.00 150 Leech Medic 17/3 2.70 151 Inquisitor U/7 1.00 151 Leech Medic 17/3 2.70 152 Leech Medic 17/3 2.70 153 Living Elemental U/7 1.50 150 Living Elemental U/7 1.50 150 Living Elemental U/7 1.50 150 Longbow Archer U/7 1.00 150 Longbow Ar	2.50 3.00 15.25 1.00 15.25 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 4.00 1.50 2.50 4.00 1.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.00 3.00 4.00 3.00 4.00 5.80 1.50 0.80 1.50 2.00 3.00 4.00 0.80 1.50 2.00 3.00 4.00 0.80 1.50 2.00 3.00 6.08 1.50 2.00 3.00 6.08 1.50 2.00 3.00 6.08 0.80 1.50 2.00 8.08 0.80 0.80 0.80 0.80 0.80 0.8	130 Ankhar Archer W3 2.60 131 Ankhar Archer W3 2.60 132 Ankhar Archer W3 3.60 124 Ankhar Butcher W3 2.60 125 Ankhar Butcher W3 2.60 126 Ankhar Butcher T5 5.00 126 Ankhar Butcher T5 5.00 127 Ankhar Butcher T7 5.00 128 Ankhar Butcher T7 5.00 129 Ankhar Butcher T7 5.00 120 Ankhar Butcher W2 1.60 120 Ankhar Butcher W3 2.50 120 Ankhar Butcher W3 2.50 127 Cave Archer W3 2.50 128 Cave Archer W3 2.50 129 Cave Archer W3 2.50 120 Cave Butcher T7 5.00 121 Cave Butcher T7 5.00 122 Cave Butcher T7 5.00 122 Cave Butcher T7 5.00 123 Cave Butcher T7 5.00 124 Cave Butcher T7 5.00 125 Centaur Archer S2 1.60 126 Centaur Archer S2 1.60 126 Centaur Lieutenant W3 2.50 127 Centaur Outrider W1 1.00 130 Centaur Outrider W1 1.00 130 Centaur Outrider T3 2.80 131 Champion U7 2.50 132 Centaur Outrider T3 2.60 133 Chepewood Sentinel S7 2.60 134 Deepwood Sentinel S7 2.60 136 Deepwood Sentinel S7 2.60 136 Deepwood Sentinel S7 2.60 136 Deepwood Sentinel S7 2.60
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 1/5 5.00 145 Inquistor U/5 17.50 145 Inqui	2.50 3.00 4.00 15.25 1.00 2.50 1.00 2.50 4.00 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 3.00 4.00 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 0.80 1.50 0.80 0.80 0.80 1.50 0.80 0.80 0.80 0.80 0.80 0.80 0.80 0	130 Ankhar Archer
92 Huntsman 5/3 2/70 3 Huntsman 7/4 3/60 121 Imp W/3 2/70 122 Imp W/3 2/70 123 Imp T/5 5/00 145 Inquisitor U/6 17-50 146 Inquisitor U/6 17-50 147 Khamsin Fuser W/1 1/0 148 Khamsin Gurslinger/5/2 1.80 149 Khamsin Gurslinger/5/2 1.80 149 Khamsin Gurslinger/5/2 1.80 140 Khamsin Gurslinger/5/2 1.80 140 Khamsin Gurslinger/5/2 1.80 140 Eeech Medic W/1 1.00 141 Leech Medic W/1 1.00 141 Leech Medic W/1 1.00 142 Leech Medic W/1 1.00 143 Leech Medic W/1 1.00 145 Leech Medic W/1 1.00 140 Liege Knight W/3 2/70 103 Liege Knight W/2 1.80 105 Liege Knight V/6 1.80 105 Liege Knight V/7 1.80 106 Liege Knight W/1 1.00 17 Living Elemental W/2 1.80 170 Living Elemental W/2 1.80 171 Living Elemental W/2 1.80 172 Longbow Archer W/1 1.00 173 Longbow Archer W/1 1.00 174 Maedstrom Golem W/6 25.25 175 Marsh Zombie W/1 1.00 175 Mending Priestess W/1 1.00 176 Mending Priestess W/1 1.00 177 Mending Priestess W/1 1.00 187 Mightblade W/1 1.00	2.50 3.00 3.00 15.25v 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 3.00 4.00 4.00 4.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 0.80	130 Ankhar Archer W.3 2.60 131 Ankhar Archer S./4 3.60 132 Ankhar Archer W.3 2.60 124 Ankhar Butcher W.3 2.60 125 Ankhar Butcher W.3 2.60 126 Ankhar Butcher T.5 5.00 127 Ankhar Butcher T.5 5.00 142 Arcane Draconum U.6 45.00 142 Arcane Draconum U.6 45.00 150 Barber-Surgeon W.2 1.60 167 Barber-Surgeon W.2 1.60 167 Barber-Surgeon W.2 1.60 168 Barber-Surgeon W.2 1.60 178 Barber-Surgeon W.3 2.50 179 Barber-Surgeon W.3 2.50 174 Bone Grinder W.3 2.50 175 Bone Grinder W.3 2.50 175 Bone Grinder W.3 2.50 128 Cave Archer W.3 2.50 129 Cave Archer W.3 2.50 120 Cave Archer W.3 2.90 121 Cave Butcher W.3 2.90 122 Cave Butcher W.3 2.90 122 Cave Butcher W.3 2.90 123 Cave Butcher W.3 2.90 124 Cave Butcher W.3 2.90 125 Carchaur Archer T.3 3.00 126 Cartaur Lieutenant W.3 1.60 130 Cartaur Lieutenant W.3 1.60 130 Cartaur Outrider W.3 1.60 131 Champion U.6 2.50 132 Cartaur Outrider W.3 2.80 133 Champion U.6 2.50 134 Deepwood Sentinel W.1 1.00 135 Deepwood Sentinel W.1 1.00 136 Deepwood Sentinel W.1 1.00 137 Champion U.6 2.50 138 Champion W.1 1.00 139 Delt-Arms W.1 1.00 130 Delt-Arms W.1 1.00 131 Champion W.1 1.00 132 Delt-Arms W.1 1.00 133 Delt-Arms W.1 1.00 134 Deepwood Sentinel W.1 1.00 135 Delt-Arms W.1 1.00 136 Delt-Arms W.1 1.00 137 Champion W.1 1.00 138 Delt-Arms W.1 1.00 139 Delt-Arms W.1 1.00 130 Delt-Arms W.1 1.00 131 Champion W.1 1.00 132 Delt-Arms W.1 1.00 133 Delt-Arms W.1 1.00 134 Delt-Arms W.1 1.00 135 Delt-Arms W.1
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp 1/5 5.00 145 Inquistor U/6 17.50 145 Inquistor W/3 2.70 145 Khamsin Fuser M/3 2.70 145 Khamsin Gurslinger5/2 1.80 145 Ioevil W/3 2.70 133 Ki Devil W/3 2.70 134 Ki Devil W/3 2.70 134 Ki Devil J/4 3.60 135 Ki Devil J/4 3.60 135 Ki Devil J/4 3.60 135 Ki Devil J/4 3.60 136 Ki Devil J/4 3.60 137 Leech Medic J/2 2.00 145 Leech Medic J/2 2.00 150 Liege Knight J/5 5.00 150 Liege Knight J/5 5.00 150 Liege Knight J/5 5.00 150 Living Elemental W/2 1.80 150 Living Elemental W/2 1.80 150 Longbow Archer W/1 1.00 150 Longbow Archer W/1 1.00 150 Longbow Archer J/5 2.70 146 Mealstrom Gollem U/6 25.25 150 Marsh Zombie J/2 1.80 170 Mending Priestess W/1 1.00 171 Mending Priestess S/2 1.80 172 Nightblade J/2 1.80 173 Nightblade J/2 1.80	2.50 3.00 3.00 15.25v 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 3.00 4.00 4.00 4.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 1.50 0.80 0.80	130 Ankhar Archer
92 Huntsman 5/3 2.70 3 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 146 Khamsin Fuser W/1 1.00 147 Khamsin Fuser W/1 1.00 148 Khamsin Gurslinger/17 2.70 138 Ki Devil 7/5 5.00 138 Ki Devil 7/5 5.00 138 Ki Devil 7/5 5.00 145 Leech Medic 5/2 2.70 136 Ki Devil 7/5 5.00 145 Leech Medic 7/5 2.70 146 Leech Medic 7/5 2.70 151 Living Elemental W/3 2.70 152 Living Elemental 7/5 5.00 152 Living Elemental 7/5 3.80 153 Living Elemental 7/5 2.70 146 Maestrom Golem U/6 25.25 158 Marsh Zombie 7/3 2.70 146 Maestrom Golem U/6 25.25 158 Marsh Zombie S/2 1.80 179 Longbow Archer 7/5 2.10 169 Marsh Zombie S/2 1.80 179 Longbow Archer 7/5 2.10 170 Marsh Zombie S/2 1.80 170 Mending Priestess S/2 1.80 170 Mending Priestess S/2 1.80 170 Mightblade 7/5 2.70 170 Nightblade 7/5 2.70 171 Mightblade 7/5 2.70	2.50 3.00 3.00 3.00 15.25v 1.00 1.52 2.50 3.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 2.50 3.00 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 15.00 0.80 15.00 0.80 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 2.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 1/5 5.00 145 Inquistor U/5 17.50 145 Inquistor U/7 1.00 145 Inquistor U/7 1.00 145 Leech Medic S/2 2.00 150 Liege Knight W/3 2.70 104 Liege Knight W/3 2.70 104 Liege Knight W/3 2.70 105 Liege Knight W/3 1.00 150 Liege Knight W/1 1.00 150 Liege Knight W/1 1.00 150 Liege Knight W/1 1.00 160 Liege Knight W/1 1.00 170 Liege Kni	2.50 3.00 3.50 3.00 15.25 4.00 15.25 15.25 15.20 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 15.00 0.80 1.50 2.00 0.80 1.50 2.00 0.80 1.50 2.00 0.80 1.50 2.00 0.80 1.50 2.00 0.80 0.80 0.80 0.80 0.80 0.80 0.8	130 Ankhar Archer W/3 2.60 131 Ankhar Archer W/3 2.60 132 Ankhar Archer W/3 2.60 124 Ankhar Butcher W/3 2.60 125 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 126 Ankhar Butcher T/5 5.00 127 Ankhar Butcher T/5 5.00 128 Ankhar Butcher T/6 5.00 129 Barber-Surgeon W/2 1.60 120 Tarber-Surgeon W/2 1.60 120 Tarber-Surgeon W/2 1.60 120 Tarber-Surgeon W/2 1.60 121 Anther W/3 2.50 122 Cave Archer W/3 2.50 123 Cave Archer W/3 2.90 122 Cave Archer W/3 2.90 122 Cave Butcher W/3 3.60 123 Cave Butcher W/3 3.60 124 Cantaur Archer W/1 3.00 125 Centaur Lieutenant W/2 1.60 136 Centaur Lieutenant W/2 1.60 137 Champion W/6 2.00 138 Deepwood Sentinel W/1 1.00 135 Deepwood Sentinel W/1 1.00 136 Deepwood Sentinel W/1 1.00 137 Champion W/6 2.00 138 Deepwood Sentinel W/1 1.00 139 Deepwood Sentinel W/2 1.60 130 Deepwood Sentinel W/1 1.00 131 Deepwood Sentinel W/2 1.60 132 Deepwood Sentinel W/2 1.60 133 Deepwood Sentinel W/2 1.60 134 Deepwood Sentinel W/2 1.60 135 Deepwood Sentinel W/2 1.60 136 Deepwood Sentinel W/2 1.60 137 Deepwood Sentinel W/2 1.60 138 Deepwood Sentinel W/2 1.60 138 Deepwood Sentinel W/2 1.60 139 Deepwood Sentinel W/2 1.60 130 Deepwood Sentinel W/2 1.60 130 Deepwood Sentinel W/2 1.60 131 Deepwood Sentinel W/2 1.60 132 Deepwood Sentinel W/2 1.60 133 Deepwood Sentinel W/2 1.60 134 Deepwood Sentinel W/2 1.60 135 Deepwood Sentinel W/2 1.60 136 Deepwood Sentinel W/2 1.60 137 Deepwood Sentinel W/2 1.60 138
92 Huntsman	2.50 3.00 2.50 3.00 15.25 1.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	2.00 3.00 15.00 15.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer W.3 2.60 131 Ankhar Archer S./4 3.60 132 Ankhar Archer W.3 2.60 124 Ankhar Butcher W.3 2.60 125 Ankhar Butcher W.3 2.60 126 Ankhar Butcher T.5 5.00 127 Ankhar Butcher T.5 5.00 142 Arcane Draconum U.6 45.00 142 Arcane Draconum U.6 45.00 150 Raber-Surgeon W.2 1.60 150 Raber-Surgeon W.2 1.60 150 Raber-Surgeon W.2 1.60 150 Raber-Surgeon W.3 2.50 150 Bone Grinder W.2 1.60 150 Raber-Surgeon W.3 2.50 150 Bone Grinder W.3 2.50 150 Bone Grinder W.3 2.50 150 Cave Archer W.3 2.50 127 Cave Archer W.3 2.50 128 Cave Archer W.3 2.50 129 Cave Archer W.3 2.90 122 Cave Butcher W.3 2.90 123 Cave Butcher W.3 2.90 124 Cave Butcher W.3 2.90 125 Carchaur Archer T.75 3.00 150 Carchaur Lieutenant W.3 1.60 150 Carchaur Lieutenant W.3 1.60 150 Carchaur Cutrider W.3 1.60 150 Carchaur Cutrider W.3 1.60 150 Carchaur Cutrider W.3 1.60 150 Centaur Outrider W.3 1.60 150 Centaur Outrider W.3 1.60 150 Deepwood Sentinal W.3 1.60 150 Eleha-Arms
92 Huntsman 5/3 2.70 31 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 150 Khamsin Gunslinger 5/2 1.80 151 Inquisitor U/3 2.70 153 Ki Devil 7/5 5.00 154 Leech Medic 17/5 2.70 153 Ki Devil 7/5 5.00 154 Leech Medic 17/5 5.00 154 Leech Medic 17/5 2.70 154 Leech Medic 17/5 2.70 155 Living Elemental V/7 1.00 156 Living Elemental V/7 1.80 157 Living Elemental V/7 1.80 158 Living Elemental V/7 1.80 159 Longbow Archer V/7 1.00 154 Marsh Zombie S/2 1.80 156 Marsh Zombie S/2 1.80 156 Marsh Zombie S/2 1.80 157 Marsh Zombie S/2 1.80 158 Mending Priestess V/7 1.00 158 Mending Priestess V/7 1.00 159 Mightblade 17/3 2.70 159 Nightblade 17/3 2.70 159 Nightslaker W/7 1.80 150 Order of Uhlrik V/7 3.80 150 Order of Uhlrik V/7 3.80 150 Order of Uhlrik V/7 3.80	2.50 3.00 3.50 3.00 15.25 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5	2.00 2.00 3.00 15.00 15.00 0.80 1.50 2.00 0.80 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5	130 Ankhar Archer W3 2.60 131 Ankhar Archer W3 2.60 132 Ankhar Archer W3 3.60 124 Ankhar Butcher W3 2.60 125 Ankhar Butcher W3 2.60 126 Ankhar Butcher T5 5.00 126 Ankhar Butcher T7 5.00 127 Ankhar Butcher T7 5.00 128 Ankhar Butcher T7 5.00 129 Ankhar Butcher T7 5.00 120 Tarber-Surgeon W2 1.60 127 Barber-Surgeon W2 1.60 128 Cave Archer W3 2.50 129 Cave Archer W3 2.50 129 Cave Archer W3 2.50 129 Cave Archer W3 2.50 120 Cave Butcher T7 5.00 121 Cave Butcher T7 5.00 122 Cave Butcher T7 5.00 122 Cave Butcher T7 5.00 123 Cave Butcher T7 5.00 120 Cave Archer W3 2.90 120 Cave Archer W1 1.00 120 Cave Archer W3 1.00 121 Cave Butcher T7 5.00 122 Cave Butcher T7 5.00 123 Cave Butcher T7 3.00 124 Cave Archer W1 1.00 135 Centaur Lieutenant W3 1.00 136 Centaur Outrider W1 1.00 137 Champion U6 25.00 138 Centaur Outrider T3 2.60 138 Fell Bark-Arms W3 2.60 138 Ell-at-Arms W3 2.60 138 Ell-at-Arms W3 2.60 138 Ell-at-Arms W3 2.60 138 Ell-at-Arms W3 2.60 138 Fell Barshee W3 2.90 139 Fell Barshee W3 2.90
92 Huntsman	2.50 3.00 2.50 3.00 15.25 1.50 1.50 1.50 1.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 15.00 15.00 0.80 1.50 0.80 0.80 0.80 0.80 0.80 0.80 0.80 0	130 Ankhar Archer
92 Huntsman 5/3 2.70 31 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 150 Khamsin Gunslinger/5/2 1.80 150 Khamsin Gunslinger/5/2 1.80 150 Khamsin Gunslinger/5/2 1.80 151 Inquisitor U/7 1.00 152 Khamsin Gunslinger/5/2 1.80 153 Ki Devil V/3 2.70 153 Ki Devil V/3 2.70 153 Ki Devil T/5 5.00 154 Leech Medic S/2 2.00 155 Leech Medic S/2 2.00 154 Leech Medic S/2 2.00 155 Leech Medic S/2 2.00 150 Leige Knight V/3 2.70 150 Living Elemental V/3 2.70 150 Living Elemental V/2 1.80 150 Living Elemental V/2 1.80 150 Longbow Archer V/1 1.00 15	2.50 3.00 3.00 15.25v 1.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 15.00 15.00 2.00 3.00 15.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 1/5 5.00 145 Inquisitor U/6 17.50 145 Inquisitor U/7 1.00 145 Inquisitor U/6 1.00 1	2.50 3.00 3.50 3.00 15.25 15.25 1.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 2.50 1.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 15.00 15.00 2.00 3.00 1.50 2.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	130 Ankhar Archer
92 Huntsman 5/3 2.70 31 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp 5/4 3.60 123 Imp 17/5 5.00 145 Inquisitor U/6 17.50 146 Inquisitor U/6 17.50 147 Inquisitor U/6 17.50 148 Inquisitor U/7 1.00 149 Inquisitor U/7 1.00 140 Leech Medic S/2 2.00 150 Leepe Knight V/3 2.70 150 Living Elemental U/6 2.50 150 Living Elemental U/6 17.50 150 Inquisitor U/	2.50 3.00 2.50 3.00 15.25 1.50 1.50 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 2.50 4.00 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 15.00 15.00 2.00 3.00 1.50 2.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp W/3 2.70 122 Imp S/4 3.60 123 Imp 1/5 5.00 145 Inquisitor U/6 17.50 145 Inquisitor W/3 2.70 145 Inspect W/3 2.70 146 Inspect W/3 2.70 146 Inspect W/3 2.70 146 Inspect W/1 1.00 147 Inspect W/1 1.00 148 Inspect W/1 1.00 149 Inspect W/1 1.00 149 Inspect W/1 1.00 140 Inspect W/1	2.50 3.00 2.50 3.00 15.25 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 2.00 3.00 1.50 0.80 1.50 0.80 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 1.50 2.00 2.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3,60 121 Imp W/3 2,70 122 Imp 5/4 3,60 123 Imp 17/5 5,00 145 Inquisitor U/5 17,50 145 Inquisitor U/7 1,00 145 Leech Medic S/2 2,00 145 Leech Medic S/2 2,00 15 Leech Medic T/3 2,70 160 Living Elemental V/3 2,70 161 Living Elemental V/3 2,70 161 Living Elemental V/3 2,70 161 Living Elemental V/3 2,70 170 Living Elemental V/3 2,70 171 Living Elemental V/3 2,70 172 Living Elemental V/3 2,70 173 Living Elemental V/3 2,70 174 Longbow Archer W/1 1,00 175 Longbow Archer W/1 1,00 176 Marsh Zombie W/1 1,00 176 Marsh Zombie W/1 1,00 176 Marsh Zombie W/1 1,00 177 Mending Priestess S/2 1,80 178 Mending Priestess S/2 1,80 179 Nightblade W/1 1,00 179 Nightblade W/1 1,00 179 Nightblade W/1 1,00 179 Nightblade W/1 1,00 170 Nightslaker T/4 3,60 150 Order of Uhlink U/5 2,50 189 Nightslaker T/4 3,60 150 Order of Uhlink U/5 20,00 180 Ranger S/2 1,00 180 Ranger S/2 1,00 180 Ranger S/2 1,00 180 Rending Ringht W/2 1,00 180 Seething Knight W/3 1,00	2.50 3.00 2.50 3.00 15.25 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 2.00 3.00 1.50 0.80 1.50 0.80 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 1.50 2.00 2.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3.60 121 Imp 8/4 3.60 122 Imp 5/4 3.60 123 Imp 1/5 5.00 145 Inquistor U/6 17.50 145 Inquistor U/7 1.00 145 Leech Medic S/2 2.00 150 Liege Knight W/3 2.70 104 Liege Knight W/3 2.70 104 Liege Knight W/3 2.70 104 Liege Knight W/3 2.70 105 Liege Knight W/3 2.70 105 Liege Knight W/3 2.70 106 Liege Knight W/3 2.70 107 Living Elemental W/6 1.00 107 Living Elemental W/7 1.00 108 Longbow Archer W/1 1.00 109 Longbow Archer W/1 1.00 109 Longbow Archer W/1 1.00 146 Mending Priestess W/1 1.00 156 Marsh Zombie W/1 1.00 166 Mending Priestess W/1 1.00 176 Mending Priestess W/1 1.00 176 Mending Priestess W/1 1.00 177 Mending Priestess W/1 1.00 178 Mending Priestess W/1 1.00 179 Nightblade W/1 1.00 179 Nightblade W/1 1.00 170 Nightblade W/1 1.0	2.50 3.00 3.00 15.25v 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 15.00 15.00 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 3.00 1.50 2.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	130 Ankhar Archer
92 Huntsman	2.50 3.00 3.00 15.25v 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 2.00 3.00 1.50 0.80 0.80 0.80 0.80 0.80 0.80 0.80 0	130 Ankhar Archer
92 Huntsman	2.50 3.00 2.50 3.00 15.25 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 2.00 3.00 2.00 3.00 1.50 0.80 1.50 0.80 1.50 2.00 3.00 4.00 1.50 2.00 3.00 4.00 1.50 2.00 3.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2	130 Ankhar Archer
92 Huntsman	2.50 3.00 2.50 3.00 15.25 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 3.00 3.00 3.00	130 Ankhar Archer
92 Huntsman 5/3 2/70 33 Huntsman 7/4 3/60 121 Imp W/3 2/70 122 Imp 5/4 3/60 123 Imp 1/5 5/00 145 Inquisitor U/5 17/5 5/00 145 Inquisitor U/7 1/00 147 Inquisitor U/	2.50 3.00 3.00 15.25v 1.50 1.50 2.50 1.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 15.00 15.00 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 3.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 1.50 2.00 3.00 1.50 3.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 4	130 Ankhar Archer
92 Huntsman	2.50 3.00 2.50 3.00 15.25 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	2.00 2.00 3.00 2.00 3.00 3.00 3.00 3.00	130 Ankhar Archer

_		_			
107	Conneter	W/2	1.80	1.50	1.50
	Specter				
128	Specter	S/3	2.70	2.50	2.00
	Specter	T/4	3.60	3.00	3.00
	Steam Golem	W/2	1.80	1.50	1.50
95	Steam Golem	S/3	2.70	2.50	2.00
96	Steam Golem	T/4	3.60		3.00
			21.00		15.00
		W/2	1.80	1.50	1.50
53	Technomancer	S/3	2.70	2.50	2.00
	Technomancer	T/4	3.60	3.00	3.00
	Temple Blademaste			2.50	2.00
107	Temple Blademaste	rS/4	3.60	3.00	3.00
108	Temple Blademaste Temple Lord Tribal Brute	11/5	5.00	4.00	4.00
153	Temple Lord	U/6	17.50	15.50	15.00
118	Inbal Brute	W/2	1.80	1.50	1.50
113	IIIDai Diule	OVO	2.10	2.50	2.00
120	Tribal Brute	T/4			3.00
64		W/2	1.80		1.50
UJ	II UII DI AWIGI	S/3	2.70	2.50	2.00
66	Troll Brawler	T/4	3.60	3.00	3.00
	Troll Knight		17.50	15.00v	15.00
1	Utem Crossbowm				
		W/1	1.00	1.00	0.80
2	Utem Crossbowm	an			
		S/2	1.80	1.50	1.50
3	Utem Crossbowm	an			
		T/3	2.70	2.50	2.00
4	Utem Guardsman	W/1	1.00	1.00	0.80
5	Utem Guardsman	S/2	1.80	1.50	1.50
6	Utem Guardsman	T/3	2.70	2 50	2.00
139	Werebear	W/3	2.70	2.50	2.00
	Werebear	S/4	3.60	3.00	3.00
	Werebear	T/5	5.00		4.00
	Werewolf	W/3		2.50	2.00
	Werewolf	S/4	3.60		3.00
138	Werewolf	T/5	5.00	4.00	4.00
	Whelp	W/3	2.70	2.50	2.00
143	Whelp	S/4	3.60		3.00
144	Whelp	T/5	5.00	4.00	4.00
	Whelp Master	11/6	20.00	18.00	15.00
7	Whirling Golem	W/1	1.00	1.00	0.80
0	Mhirling Colom	S/2	1.80	1.50	1.50
9	Whirling Golem	T/3		2 504	2.00
9 61 62	Wood Golem	W/2			1.50
62	Wood Golem	S/3		2.50	2.00
63	Wood Golem	T/4	3.60		3.00
13	Woodland Scout	W/1	1.00	1.00	0.80
14	Woodland Scout	S/2	1.80		1.50
15	Woodland Scout	T/3	2.70	2.50	2.00
	Zombie Baron		19.50	16.50	
Tota			14.75		545.60
TULA	1	- /	14./31	003.00	343.00
	LANCERS	(142	Figure	s)	
Lan	cers Set	83	7.50 8	00.25 7	00.00
	cers Booster Pack			6.40	6.00
		RK/R		MED	LOW
		W/3	2 60	2.50	2.00
		S/4		3.50	3.00
	Ankhar Archer	T/5	5.00		4.00
124	Ankhar Butcher	W/3		2.507	2.00
	Ankhar Butcher	S/4	3.60	3.50	3.00
100		-			

LANCERS (142 Figures)				
Lancers Set	83	7.50 8	00.2547	
Lancers Booster Pack		6.80	6.40	6.00
	RK/R	UPR	MED	LOW
130 Ankhar Archer	W/3	2.60		2.00
131 Ankhar Archer	S/4	3.60	3.50	3.00
132 Ankhar Archer	T/5	5.00		4.00
124 Ankhar Butcher	W/3	2.60	2.507	2.00
125 Ankhar Butcher	S/4	3.60	3.50	3.00
126 Ankhar Butcher	T/5	5.00	5.00	4.00
142 Arcane Draconum			35.00▼	21.00
076 Barber-Surgeon	W/2	1.60	1.50	1.40
077 Barber-Surgeon	S/3	2.50	2.50	2.00
078 Barber-Surgeon	T/4	3.50	3.50	3.00
073 Bone Grinder	W/2	1.60	1.50	1.40
074 Bone Grinder	S/3	2.50	2.50	2.00
075 Bone Grinder	T/4	3.60	3.50▲	3.00
127 Cave Archer	W/3		2.50▼	2.00
128 Cave Archer	S/4	3.60	3.50	3.00
129 Cave Archer	T/5	5.00		4.00
	W/3	2.90	2.50▼	2.00
122 Cave Butcher	S/4	3.60	3.50	3.00
123 Cave Butcher	T/5	5.00	5.00	4.00
010 Centaur Archer	W/1	1.00	1.00	0.70
011 Centaur Archer	S/2	1.60	1.50	1.40
012 Centaur Archer	T/3	3.00	2.50▼	2.00
052 Centaur Lieutenant	W/2	1.60	1.50	1.40
053 Centaur Lieutenant 054 Centaur Lieutenant	5/3	2.50	2.40	2.00
054 Centaur Lieutenant	1/4	3.50	3.50	3.00
007 Centaur Outrider	W/1	1.00	1.00	0.70
008 Centaur Outrider	S/2	2.00	1.50	1.40
009 Centaur Outrider	T/3	2.80	2.507	2.00
137 Champion	U/b	25.00	15.00	14.00
034 Deepwood Sentinel	I VV/I	1.00	1.00	0.70
035 Deepwood Sentinel	10/2	1.60	1.50	1.40
036 Deepwood Sentinel		2.60	2.50	2.00
	W/1 S/2	1.00	1.00	0.70
029 Elf-at-Arms		1.60	1.50	1.40
029 Elf-at-Arms 030 Elf-at-Arms 061 Elven Zealot	T/3		2.50▼	2.00
062 Elven Zealot	W/2	1.60	1.50	1.40
063 Elven Zealot	S/3 T/4	2.60 3.50	2.50 3.50	2.00
064 Faith Healer	W/2	1.60	1.50	1.40
065 Faith Healer	S/3	2.60	2.40	2.00
066 Faith Healer	T/4	3.60	3.50	3.00
	W/3	2.90	2.50	2.00
104 Fell Banshee	S/4	3.50	3.50	3.00
105 Fell Banshee	T/5	5.00	5.00	4.00
	W/3	2.90	2.50▼	2.00
098 Fell Reaper	S/4	3.50	3.50	3.00
099 Fell Reaper	T/5	5.30	5.00	4.00
055 Flesh Golem	W/2	1.60	1.50	1.40
056 Flesh Golem	S/3	2.50	2.40	2.00
057 Flesh Golem	T/4	3.50	3.50▲	3.00
043 Goblin Archer	W/1	1.00	1.00	0.70
044 Goblin Archer	S/2	1.60	1.50 2.50	1.40
045 Goblin Archer	T/3	2.90	2.50	2.00
040 Goblin Cannibal	W/1	1.00	1.00	0.70
041 Goblin Cannibal	S/2	1.60	1.50	1.40
042 Goblin Cannibal	T/3	2.90	2.50	2.00

For complete card checklists, see the Scrye Collectible Card Game Checklist & Price Guide book!



Mage Knight



039 Goblin Grenadier T/3 2.90 2.50 2.00 046 Goblin Volunteer W/1 1.00 1.00 0.70
047 Goblin Volunteer S/2 1.60 1.50 1.40
U48 GODIIN VOIUNTEER 1/3 2.90 2.50 2.00
119 Hvv Cavalier S/4 3.60 3.50 3.00
120 Hvy. Cavalier T/5 5.00 5.00 4.00
112 Hvy. Lancer W/3 3.00 2.50 2.00 2.00 113 Hvy. Lancer S/4 4.00 3.50 3.00
114 HVy. Lancer 1/5 5.00 5.00 4.00
133 High Battle Mage U/6 25.00 15.00▼ 14.00 139 High Elf General U/6 22.00 15.00▼ 15.00
058 Huntsman W/2 1.60 1.50 1.40
059 Huntsman S/3 2.80 2.50 ▼ 2.00 060 Huntsman T/4 3.50 3.50 ▲ 3.00
004 iron Lung ["lorn Lung"]
W/1 1.00 1.00 0.70 005 Iron Lung ["lorn Lung"]
S/2 2.00 1.50 1.40 006 Iron Lung ["Iom Lung"]
7/3 3.00 2.50▼ 2.00
022 Khamsin GunslingerW/1 1.00 1.00 0.70 023 Khamsin GunslingerS/2 1.60 1.50 1.40
024 Khamsin GunslingerT/3 3.00 2.50▼ 2.00
135 King o U/6 25.00 15.00▼ 15.00 141 Lich U/6 26.00 23.00▲ 16.00
115 Lt. Cavalier W/3 3.00 2.50 2.00
116 Lt. Cavalier S/4 3.80 3.50 3.00 117 Lt. Cavalier T/5 5.00 5.00 4.00
109 Lt. Lancer W/3 3.00 2.50 2.00
110 Lt. Lancer S/4 3.60 3.50 3.00 111 Lt. Lancer T/5 5.00 5.00 4.00
031 Longbow Archer W/1 1.00 1.00 0.70
032 Longbow Archer S/2 2.00 1.50 1.40 033 Longbow Archer T/3 3.00 2.50▼ 2.00
016 Lurker W/1 1.00 1.00 0.70
017 Lurker S/2 1.60 1.50 1.40
013 Marsh Zombie W/1 1.00 1.00 0.70
014 Marsh Zombie S/2 1.60 1.50 1.40
015 Marsh Zombie T/3 3.00 2.50▼ 2.00 138 Martyr U/6 22.00 15.00 13.00
106 Night. Banshee W/3 2.80 2.50 2.00
107 Night. Banshee S/4 3.60 3.50 3.00 108 Night. Banshee T/5 5.00 5.00 4.00
100 Night. Reaper W/3 3.00 2.50 2.00
101 Night. Reaper S/4 3.60 3.50 3.00 102 Night. Reaper T/5 5.00 5.00 4.00
US I SCUIDEIII AUUWIIIAIIVV/3 3.00 2.30 2.00
092 Scorpem Xbowman S/4 3.50 3.50 3.00 093 Scorpem Xbowman T/5 5.00 5.00 4.00
085 Scorpem Gunner W/3 3.00 2.50▼ 2.00
086 Scorpem Gunner S/4 3.60 3.50 3.00 087 Scorpem Gunner T/5 5.00 5.00 4.00
019 Shield Maiden W/1 1.00 1.00 0.70
020 Shield Maiden S/2 1.60 1.50 1.40
067 Shieldwall Knight W/2 1.50 1.50 1.40
068 Shieldwall Knight S/3 2.60 2.50 2.00
094 Sparing Xbowman W/3 3.00 2.50 2.00
095 Soaring Xbowman S/4 3.80 3.50 3.00
096 Soaring Xbowman T/5 5.00 5.00 4.00 088 Soaring Gunner W/3 3.00 2.50▼ 2.00
089 Soaring Gunner S/4 3.50 3.30 1 2.80
090 Soaning Gunner T/5 5.00 5.00 4.00 079 Specter W/2 2.00 1.50 1.40
079 Specter W/2 2.00 1.50 1.40 080 Specter S/3 3.00 2.50 2.00
081 Specter 1/4 3.60 3.50 3.00 025 Squire W/1 1.00 1.00 0.70
026 Squire S/2 1.60 1.50 1.40
027 Squire T/3 3.00 2.50▼ 2.00 140 Taskmaster II/6 21.00 15.00▼ 12.00
049 lechnomancer W/2 1.50 1.50 1.40
050 Technomancer S/3 2.60 2.50 2.00 051 Technomancer T/4 3.50 3.50 3.00
134 lechun U/6 35.00 25.00 14.25
070 Tribal Brute W/2 1.60 1.50 1.40
072 Iribal Brute 1/4 3.50 3.50 3.00
136 Uhirik Charger U/6 29.00 22.00 16.00
083 Whelp S/3 3.00 2.50 ▼ 2.00
002 Whirling Golem S/2 2.00 1.50 1.40
003 Whirling Golem T/3 3.00 2.50▼ 2.00 Total 644.10 540.50 436.45

		_
24 Amazon MancatcherT/3 2	.60 2.30▼	2.00
49 Battle Queen W/2 1	.50 1.30	
	.50 2.10 .50 3.10	2.00 3.00
31 Berserker W/1 1	.00 0.90	0.50
	.50 1.50 2.60 2.30	1.00
46 Bond Maker W/1 1	.00 0.90	0.50
47 Bond Maker S/2 1	50 1.50	1.00
48 Bond Maker T/3 2 64 Clurch Piper W/2 1	.60 2.30▼ .50 1.30▲	2.00
65 Clurch Piper S/3 2	2.50 2.10	2.00
	3.10	3.00 0.50
11 Crystal Sprite S/2 1	.50 1.50	1.00
12 Crystal Sprite T/3 2	2.60 2.30▼	2.00
103 Dwarven Mtd. Fuser W/3 2	2.50 2.10	2.00
104 Dwarven Mtd. Fuser		0.00
S/4 3 105 Dwarven Mtd. Fuser	3.50 3.30▼	3.00
T/5 5	.00 4.40	4.00
106 Dwarven Ram W/3 2 107 Dwarven Ram S/4 3	2.50 2.10 3.50 3.30	2.00 3.00
	.00 4.40	4.00
58 Dwarven Rotary Fuser W/2 1	.50 1.30	1.00
59 Dwarven Rotary Fuser	.30 1.30 &	1.00
S/3 2	2.50 2.10	2.00
60 Dwarven Rotary Fuser T/4 3	3.50 3.10	3.00
4 Elite Surok Apprentice		
	.00 0.60	0.50
S/2 1	.60 1.50	1.00
6 Elite Surok Apprentice		
133 Emerald Glade Mystery	2.60 2.30▼	2.00
U/6 19	0.00 16.00▼	12.50
97 Galeshi Cavalryman W/3 2 98 Galeshi Cavalryman S/4 3	2.60 2.30 A 3.50 3.30 V	2.00
99 Galeshi Cavalryman 1/5 5	.00 4.50	4.00
19 Galeshi Dervish W/1 1 20 Galeshi Dervish S/2 1	.00 0.90	0.50
20 Galeshi Dervish S/2 1 21 Galeshi Dervish T/3 2	.50 1.50 2.60 2.30	1.00
100 Galeshi Ram Charger		
W/3 2 101 Galeshi Ram Charger	2.50 2.10	2.00
S/4 3	3.50 3.30▼	3.00
102 Galeshi Ram Charger T/5 5	5.00 4.50	4.00
135 Golden Orb Myrmidon	1.00 4.50	4.00
120 Half trall Pahamath II/6 20		
138 Half-troll Behemoth U/6 20 43 Heart Seeker W/1 1	0.00 15.00 A 0.00 0.60	0.50
44 Heart Seeker S/2 1	.60 1.50	1.00
.45 Heart Seeker T/3 2 109 Horned Hatchetkrugg	2.60 2.30▼	2.00
W/3 2	2.50 2.10	2.00
110 Horned Hatchetkrugg S/4 3	3.50 3.30V	3.00
111 Horned Hatchetkrugg		
	5.00 4.30 A 2.50 2.10	2.00
116 Horned Impaler S/4 3	3.50 3.30 V	3.00
	5.00 4.50 1.50 1.30 A	4.00 1.00
61 Immortal Fanatic W/2 1 62 Immortal Fanatic S/3 2 63 Immortal Fanatic T/4 3 1 Incendiary Golem W/1 1	2.50 2.10	2.00
63 Immortal Fanatic T/4 3	3.50 3.10 1.00 0.60	3.00
2 Incendiary Golem S/2 1	1.00 0.60 1.60 1.50	0.50 1.00
3 Incentially dolern 1/3 2	2.60 2.30	2.00
40 Krugg Heaver W/1	1.00 0.60 1.60 1.50	0.50 1.00
42 Krugg Heaver T/3 2	2.60 2.30	2.00
139 Krugg Seer U/6 19 37 Krugg Thug W/1	9.00 16.00 1.00 0.60	14.00 0.50
38 Krugg Thug S/2	1.60 1.50	1.00
39 Krugg Thug T/3 2 34 Launcher W/1	2.60 2.30	2.00 0.50
35 Launcher S/2	1.00 0.60 1.60 1.50	1.00
36 Launcher T/3 2	2.60 2.30	2.00
76 Mind Thief W/2 77 Mind Thief S/3 2 78 Mind Thief T/4	1.60 1.50 2.50 2.10	1.10 1.80
78 Mind Thief T/4	2.50 2.10 3.50 3.10	2.80
142 Mortis Draconum U/6 25	1.00 25.00	22.00 15.00
55 Nightwitch W/2	1.50 1.30	1.00
56 Nightwitch S/3 57 Nightwitch T/4	1.50 1.30 2.50 2.10 3.50 3.10	2.00 3.00
57 Nightwitch 1/4 1 137 Orc Captain U/6 1	7.00 15.00	14.00
16 Rancid BloodsuckerW/1	1.00 0.60	0.50
18 Rancid Bloodsucker T/3	1.60 1.50 2.60 2.30	1.00
28 Rivvenguard W/1	100 060	0.50
30 Rivvenguard T/3	1.60 1.50 2.60 2.30 1.50 1.30	1.00
82 Scalesworn Thrall W/2	1.50 1.30 2.50 2.10	1.00
83 Scalesworn Thrall S/3 84 Scalesworn Thrall T/4	2.50 2.10 3.50 3.10 2.50 2.10	2.00 3.00
127 Serpent Invader W/3	2.50 2.10	2.00
128 Serpent Invader S/4 3	0.00	3.00
121 Serpent Sniper W/3 2	5.00 4.50 2.50 2.10	4.00 2.00
122 Serpent Sniper S/4 3	3.50 3.30	3.00
	5.00 4.50 1.50 1.30 <i>t</i> t	4.00
68 Shelled One S/3 2	2.50 2.10	2.00
69 Shelled One T/4 3 140 Shyft Fiend U/6 24	3.50 3.30	3.00
141 Shyft Matriarch U/6 25	5.00 16.00V	12.00
88 Sislith Bladesman W/3 2	2.50 2.10 3.50 3.30	2.00 3.00
	5.00 4.50	4.00
		orvo

94 Sislith Tracker W/3	2.50 2.10	2.00
95 Sislith Tracker S/4 3	3.50 3.30 v	3.00
96 Sislith Tracker T/5	5.00 4.50	4.00
79 Soul Stealer W/2 80 Soul Stealer S/3	1.50 1.30 A 2.50 2.10	1.00
81 Soul Stealer T/4	2.50 2.10 3.50 3.10	2.00 3.00
25 Standard Bearer W/1	1.00 0.60	0.50
26 Ctandard Dooror C/2	160 150	1.00
27 Standard Bearer T/3	1.60 1.50 2.60 2.30 v 2.50 2.10 3.50 3.30 v	2.00
130 Swooping Invader W/3	2.50 2.10	2.00
132 Swooping Invader T/5	5.00 4.50	3.00
124 Swooping Sniper W/3	2.50 2.10	4.00 2.00
125 Swooping Sniper S/4 126 Swooping Sniper T/5	3.50 3.30▼	3.00
	5.00 4.50 1.00 0.90	4.00 0.50
	1.60 1.50	1.00
9 Tanglewood Spirit T/3	2.60 2.30▼	2.00
70 Thorn Crawler W/2	1.50 1.30▲	1.00
/1 Thorn Crawler S/3	2.50 2.10	2.00
134 Thunderdoom Troll 11/6 2	3.60 3.30 V 0.00 16.00 V	3.00
134 Thunderdoom Troll U/6 2 73 Tormented Soul W/2 74 Tormented Soul S/3	1.50 1.30 A 2.50 2.10	15.00 1.00
74 Tormented Soul S/3	0.00 16.00 v 1.50 1.30 A 2.50 2.10 3.50 3.10	2.00
75 Tormented Soul T/4 85 Unicom BladesmanW/3	3.50 3.10 2.50 2.10	3.00
	2.50 2.10 3.50 3.30 V	2.00 3.00
	5.00 4.50	4.00
91 Unicorn Tracker W/3	2.50 2.10	2.00
	3.50 3.30▼	3.00
93 Unicorn Tracker T/5 1 112 War Hatchetkrugg W/3	5.00 4.50 2.50 2.10	4.00
113 War Hatchetkrugg S/4	3.50 3.30▼	3.00
113 War Hatchetkrugg S/4 114 War Hatchetkrugg T/5	3.50 3.30 v 5.00 4.50 2.50 2.10 3.50 3.30 v 5.00 4.50 1.50 1.30 \(\text{\tint{\text{\tint{\text{\te}\text{\texi{\texi\tint{\text{\text{\text{\text{\text{\text{\ti}}}\text{\ti	4.00
118 War Impaler W/3	2.50 2.10	2.00
119 War Impaler S/4 120 War Impaler T/5	3.50 3.30 v 5.00 4.50	3.00
120 War Impaler T/5 52 Wild Mtn. Troll W/2	1.50 1.30 A	4.00 1.00
53 Wild Mtn. Troll S/3	1.50 1.30 A 2.50 2.10	2.00
54 Wild Mtn. Troll T/4 3 13 Zombie Hound W/1	3.60 3.30 v 1.00 0.90	3.00
	1.00 0.90 1.60 1.50	0.50 1.00
15 Zombie Hound T/3	2.60 2.30▼	2.00
Total 559	9.10 475.20 4	12.20
DUNGEONS (100 F	Figures)	
Dungeons Set 425.	.00 400.00 3	80.50
Dungeons Starter Pack 20.	.00 20.00	17.75 6.00
Dungeons Booster Pack 6. # FIGURE NAME RK/R	.80 6.30V UPR MED	6.00 LOW
81 Alsyn Vale U/6 1	1.00 8.00▼	7.00
46 Animated Mud W/3	2.60 2.10	1.90
47 Animated Mud S/4	3.50 3.10	3.00
48 Animated Mud T/5 72 Arman Gessep U/6 1	4.60 4.00 1.00 8.00▼	4.00
7 Armored Skeleton W/1	1.00 0.90	7.00 0.70
8 Armored Skeleton S/2	1.80 1.50	1.00
9 Armored Skeleton T/3	2.60 2.30▼	1.90
86 Avante Reaver U/6 195 Barber Hurgg U/6 1	0.00 8.00 1.00 8.00	8.00 7.00
94 Chaotic Grimm U/6 1	1.00 8.00	7.00
87 Daketh Zhagrim U/6 1	1.00 9.00▲	7.80
69 Daren BrakenswordU/6 1	0.00 8.00	8.00
52 Deadwood Golem W/3 53 Deadwood Golem S/4	2.60 2.10 3.50 3.10	1.90
54 Deanwood Golem 1/5	460 400	4 00
28 Demolishing Ape W/2	1.80 1.50 A 2.60 2.10	1.00
29 Demolishing Ape S/3	1.80 1.50 A 2.60 2.10 3.60 3.30 V	1.90
30 Demolishing Ape T/4 82 Erithia Starsdawn U/6	3.60 3.30 V 8.30 8.00 A	3.00 5.40
62 Flame Minion U/6 1	1.00 10.00	8.00
16 Gargoyle W/1	1.00 0.90	0.70
17 Gargovila S/2		

54 13	Wild Mtn. Troll	T/4 W/1	3.60 1.00	3.30▼ 0.90	3.00 0.50
14	Zombie Hound Zombie Hound	S/2	1.60	1.50	1.00
15	Zombie Hound	T/3	2.60	1.50 2.30▼	2.00
Tota	ıl	5	59.104	75.20 4	12.20
	DUNGEONS	(100	Figure	s)	
Dur	igeons Set	42	5.00 4	00.00 738	30.50
Dur	ngeons Starter Pack	2	0.00	20.00 1	7.75
Dur	ngeons Booster Pac	k	6.80		6.00
# 81	FIGURE NAME Alsyn Vale	RK/R	UPR 11.00	MED 8.00▼	7.00
46		W/3	2.60	2 10	1.90
47	Animated Mud	S/4	3.50	2.10 3.10	3.00
48	Animated Mud	T/5	4.60	4.00	4.00
72	Arman Gessep		11.00	8.00	7.00
7	Armored Skeleton Armored Skeleton	W/1	1.00	0.90	0.70 1.00
9	Armored Skeleton	S/2 T/3	1.80 2.60	1.50 2.30▼	1.90
86	Avante Reaver	U/6	10.00	8.00	8.00
95	Barber Hurgg	U/6	11.00	8.00▲	7.00
94	Chaotic Grimm	U/6	11.00	8.00	7.00
87 69	Daketh Zhaghili	0/U	11.00	9.00	7.80 8.00
52	Daren Brakensword Deadwood Golem	W/3	2.60	8.00 v	1.90
52 53 54	Deadwood Golem	S/4	3.50	2.10 3.10	3.00
	Deadwood Golem	T/5	4.60	4 (10)	4.00
28	Demolishing Ape	W/2	1.80 2.60	1.50▲	1.00
29 30	Demolishing Ape	S/3 T/4	2.60	1.50 A 2.10 3.30 V 8.00 A	1.90
82	Demolishing Ape Erithia Starsdawn	U/6	3.60	8.00	3.00 5.40
62	Flame Minion	U/6	8.30 11.00	10.00	8.00
16	Gargoyle	W/1	1.00	0.90	0.70
17	Gargoyle	S/2	1.80	1.50 2.30▼	1.00
18	Gargoyle	T/3	2.60	2.30	1.90
68	Gate Lord Gnoll Fletcher	U/6 W/1	12.00	10.00 ▲ 0.90	8.00 0.70
5	Gnoll Fletcher	S/2	1.80	1.50	1.00
6	Gnoll Fletcher	T/3	2.80	1.50 2.30▼	1.90
1	Gnoll Hunter	W/1	1.00	0.90	0.70
2	Gnoll Hunter	S/2	1.80	1.50	1.00
3	Gnoll Hunter	T/3	2.80	2.30▼	1.90
85 43	Hitash Levat Hydra Serpent	U/6 W/3	8.70 2.60	8.00	7.40 1.90
44	Hydra Serpent	S/4	3.50	2.10 3.10	3.00
45	Hydra Serpent	T/5	4.60	4.00	4.00
89	Jarl Frostriven	U/6	8.00	8.00▲	6.00
78	Joram Hawklord	U/6	8.00	8.004	5.40
97 92	Kamune the Might Kimble Gam	у U/6 U/6	8.00 8.70	8.00 A 8.00	7.00 7.40
13	Lizard Man	W/1	1.00	0.90	0.70
14	Lizard Man	S/2 T/3	1.80	1.50 2.30▼	1.00
15	Lizard Man	T/3	2.70		1.90
100	Locksmith Karg	U/6 U/6	8.20 8.20	8.004	7.00
77 93	Lord Oren Maboc the Bully	U/6	9.30	8.00A 8.00A	5.40 5.40
70	Mage-king Almen		5.50	0.00	J.40
70	mage king rumon	U/6	8.00	8.00▲	5.40
19	Magma Guardian	W/2	1.80	1.50▲	1.00
20	Magma Guardian	S/3	2.60	2.10	1.90
21	Magma Guardian	T/4	3.50	3.10	3.00
49 50	Manticore	W/3 S/4	2.60 3.50	2.10	1.90 3.00
50 51	Manticore Manticore	T/5	4.60	4.00	4.00
40	Medusa	W/3	2.60	2.10	1.90
41	Medusa	S/4	3.50	3.10	3.00
42	Medusa	T/5	4.60	4.00	4.00
37	Minotaur Mage	W/3	2.60	2.10	1.90
38 39	Minotaur Mage Minotaur Mage	S/4 T/5	3.50 4.60	3.10 4.00	3.00 4.00
34	Minotaur Warrior	W/2	1.80	1.50▲	1.00
35	Minotaur Warrior	S/3	2.60	2.10	1.90
	Minotaur Warrior	T/4	3.60	3.30▼	3.00
99 98	Morg Bloodspiller	U/6	8.50	8.00	7.40
90	Norfur Thott	U/6	8.00	8.00▲	7.00

71	Oracle Matteo	U/6	8.30	8.00	5.40
25	Potbellied Gremlin		1.70	1.50	1.00
26	Potbellied Gremlin		2.60	2.10	1.90
27	Potbellied Gremlin		3.60	3.30V	3.00
79	Priest Wyndfenner		8.20	8.00	6.00
83	Priestess Wylune	U/6	8.30	8.00	6.00
67	Revenant Priest		12.00	9.50	8.00
64	Rock Minion		11.50	10.00	8.00
22	Satyr	W/2	1.80	1.50	1.00
23	Satyr	S/3	2.60	2.10	1.90
24	Satyr	T/4	3.60	3.30V	3.00
74	Scholar-magus Be		3.00	3.30 7	3.00
14	outiolal-mayus be		11.00	8.00 🛦	7.00
80	Secris of Caero	U/6	8.20	8.00	5.40
73	Serillia Silverblade	U/6	8.50	8.00	5.40
84	Shayle	U/6	8.90	8.00	6.60
10	Skeleton Archer	W/1	1.00	0.90	0.70
11	Skeleton Archer	S/2	1.80	1.50	1.00
12	Skeleton Archer	T/3	2.70	2.30▼	1.90
96	Sneaky Grook	U/6	8.00	8.00	5.40
66	Thanatos Reaper	U/6	14.00	9.00	8.00
90	Tinker Geeley	U/6	8.00	8.00	5.40
91	Tor Thundercloud	U/6	8.20	8.00 4	5.40
75	Treesiana	U/6	8.70	8.00	7.40
88	Vermin Plinker	U/6	8.30	8.00	6.00
63	Water Minion	U/6	10.00	10.00	8.00
55	Wereboar	W/3	2.60	2.10	1.90
56	Wereboar	S/4	3.50	3.10	3.00
57	Wereboar	T/5	4.60	4.00	4.00
31	Werecat	W/2	1.80	1.50▲	1.00
32	Werecat	S/3	2.60	2.10	1.90
33	Werecat	T/4	3.60	3.30▼	3.00
58	Weresabertooth	W/3	2.60	2.10	1.90
59	Weresabertooth	S/4	3.50	3.10	3.00
60	Weresabertooth	T/5	4.60	4.00	4.00
61	Wind Minion		10.00	8.00	8.00
65	Wyvem		16.00	12.00▼	8.00
76	Zenephret	U/6	8.00	8.00 ▲	5.40
Tota	al	5	48.40	78.50 3	97.00
	SINISTER	/100	Einuro	e).	
0:					00.00
SIN	ister Set 4	55.50	J 450	.007 4	00.00

65 Wyvem U/6 16.00	12.00▼ 8.00	10121 403
76 Zenephret U/6 8.00	12.00 ¥ 8.00 8.00 Å 5.40 478.50 397.00	MINIONS (100 Fi
Total 548.40 4	178.50 397.00	Minions Regular Set 687.
		Booster Box 8.
SINISTER (100 Figures		GLOW-IN-THE-DARK CH
Sinister Set 455.50 450	.00▼ 400.00	GLOW IN THE BAIN ON
Sinister Booster Pack 7.90 7	.00 6.50	Crystal Protector (Tough) 19
A4 Death 2,337.50 1,766	.00▼1,508.00	Darkwing Zombie (Tough) 19
A2 Famine 2,000.00 1,500	.00▼1,500.00	Darkwing Zombie (Tough) 19 Dwarven Thunder Gunner (To
A3 Pestilence 2,000.00 1,625	.00▼1,500.00	Dwarven munder dunner (10
A1 War 2,325.00 2,000	.00▼1,500.00	Ehron Apolyto (Tough)
# FIGURE NAME RK/R UPR	MED LOW	Elven Acolyte (Tough) 1
92 Centaur Champion U/6 15.00	15.00 ▲ 11.75	Khamsin Sniper (Tough)
40 Centaur Medic W/2 1.80	1.50 1.00	Mindsifter (Tough) 19
41 Centaur Medic S/3 2.80	2.30 2.00	Phooka (Tough) 19
42 Centaur Medic T/4 3.90	3.30 3.00	Submersible Golem (Tough) 1
70 Corrupted Priest W/3 3.00	2.50 y 2.00 3.30 2.30	Wereraven (Tough) 15
71 Corrupted Priest S/4 3.90	3.30 2.30	Xandressan Sailor (Tough) 19 # FIGURE NAME RK/R
72 Corrupted Priest T/5 5.00	500 410	
43 Death Merchant W/2 1.80	1.50 1.00 2.30 2.00	100 Amazon Draconum U/6 3
44 Death Merchant S/3 2.80	2.30 2.00	92 Amethyst Knight U/6 2
45 Death Merchant T/4 3.90	3.30 3.00	31 Brass Commander W/2
76 Detonating ZombieW/3 2.80	2.30 2.00	32 Brass Commander S/3
77 Detonating Zombie S/4 3.90	3.30 3.00	33 Brass Commander T/4
78 Detonating Zombie T/5 5.00	5.00 4.10	52 Chimeric Worm W/2
58 Digger W/2 1.80	1.50 1.00	53 Chimeric Worm S/3
59 Digger S/3 2.80	1.50 1.00 2.30 2.00 3.30 3.00	54 Chimeric Worm T/4
60 Digger T/4 3.90	3.30 3.00	10 Crystal Protector W/1
52 Dwarven Axe-knightW/2 1.80	1.50 1.00	11 Crystal Protector S/2
53 Dwarven Axe-knight S/3 2.80	2.30 2.00	12 Crystal Protector T/3
54 Dwarven Axe-knight T/4 3.90 22 Dwarven Miner W/1 1.00	3.30 3.00 1.00 0.60	67 Cursed Hag W/3 : 68 Cursed Hag S/4
22 Dwarven Miner W/1 1.00 24 Dwarven Miner T/3 3.00	2.30 V 1.60	
24 Dwarven Miner T/3 3.00 19 Dwarven Pikeman W/1 1.00 20 Dwarven Pikeman S/2 2.00		69 Cursed Hag T/5
19 Dwarven Pikeman (//) 1.00	1.00 0.80	13 Darkwing Zombie W/1 14 Darkwing Zombie S/2
20 Dwarven Pikeman S/2 2.00 21 Dwarven Pikeman T/3 3.00	1.50 ¥ 1.10 2.50 ¥ 2.00	14 Darkwing Zombie S/2
		15 Darkwing Zombie T/3
94 Dwarven Stomper U/6 18.00	15.00 13.25	97 Draconum Guardian
23 DwarvenMiner S/2 2.00	1.70 1.50	U/6 2
61 Elven Demi-magusW/3 2.80	2.00 2.00 3.00 3.00	99 Vampiric Draconum
62 Elven Demi-magus S/4 3.90	3.00 3.00	U/6 2
63 Elven Demi-magus T/5 5.00	5.00 4.30	40 Dwarven Bombard W/2
25 Elven Recruit W/1 1.00	1.00 0.60	41 Dwarven Bombard S/3
26 Elven Recruit S/2 2.00	1.50▼ 1.10	42 Dwarven Bombard T/4
27 Elven Recruit T/3 3.00	2.30▼ 2.00	19 Dwarven Thunder Gunne
73 Fanged GunslingerW/3 2.80	2.30 2.00	• W/1
74 Fanned Gunslinger S/4 3 90	3.00 3.00	20 Dwarven Thunder Gunne
75 Fanged Gunslinger T/5 5.00	5.00 4.30	S/2
4 Fighting Automaton W/1 1.00	1.00 0.60	21 Dwarven Thunder Gunne
5 Fighting Automaton S/2 2.00	1.50▼ 1.10	T/3
6 Fighting Automaton T/3 3.00	2.30▼ 2.00	7 Elven Acolyte W/1
Zo roudel W/I I.UU	1.00 0.60	8 Elven Acolyte S/2
29 Fodder S/2 2.00	1.50▼ 1.50	9 Elven Acolyte T/3
30 Fodder T/3 3.00	2.50▼ 2.00	85 Flayed Lord W/3
13 Gibbering Ghoul W/1 1.00 14 Gibbering Ghoul S/2 2.00	1.00 0.60	86 Flayed Lord S/4
14 Gibbering Ghoul S/2 2.00	1.50V 1.10	87 Flaved Lord T/5
15 Gibbering Ghoul T/3 3.00	2.50▼ 2.00	46 Galeshi Emissary W/2
79 Golem Mechanic W/3 2.80	2.30 2.00	
80 Golem Mechanic S/4 3.90	3.30 3.00	47 Galeshi Emissary S/3 48 Galeshi Emissary T/4
81 Golem Mechanic T/5 5.00	5.00 4.30	
31 Impaling Golem W/2 1.80	1.50 1.50 2.50 2.00	94 Galeshi Sun ProphetU/6 2
31 Impaling Golem W/2 1.80 32 Impaling Golem S/3 2.80	2.50 2.00	43 Glade Guardian W/2
33 Impaling Golem T/4 3.90	3.50 3.00	44 Glade Guardian S/3
55 Infantry Captain W/2 1.80	1.50 1.00	45 Glade Guardian T/4
56 Infantry Captain S/3 2.80	2.00 2.00	76 Ironclad W/3
57 Infantry Captain T/4 3.90	3.00 3.00	77 Ironclad S/4
		78 Ironclad T/5
34 Magestone Lord W/3 2.80		70 Khamsin Peacekeeper
35 Magestone Lord S/3 2.80	2.30 2.00	W/3
36 Magestone Lord T/4 3.90	3.00 3.00	71 Khamsin Peacekeeper
95 Mummy U/6 17.00	15.00 10.50	S/4
93 Necropolis Judge U/6 17.50	15.00 12.00	
46 Nightfiend W/2 1.80	1.50 1.00 2.00 2.00	72 Khamsin Peacekeeper
47 Nightfiend S/3 2.80	2.00 2.00	T/5
48 Nightfiend T/4 3.90	3.00 3.00	22 Khamsin Sniper W/1
1 Scouting Automaton		23 Khamsin Sniper S/2
W/1 1.00	1.00 0.60	24 Khamsin Sniper T/3
2 Scouting Automaton		82 Krugg Headhunter W/3
S/2 2.00	1.50▼ 1.10	83 Krugg Headhunter S/4
3 Scouting Automaton		84 Krugg Headhunter T/5
T/3 3.00	2.30▼ 2.00	98 Magestone Draconum
50 Sentry Golem S/3 2.80	2.30 2.00	U/6 3

51 Sentry Golem T/4	3.90	3.00	3.00
49 SentryGolem W/2	2.00	1.50▼	1.50
96 Solonavi Avenger U/6	25.00	23.00▼	15.00
100 Solonavi Creator U/6		25.00	17.50
97 Solonavi Destrover U/6		23.00▼	15.00
98 Solonavi Striker U/6		25.00	15.00
99 Solonavi Tormentor U/6		23.00▼	15.00
16 Throttle Worms W/		1.00	0.60
17 Throttle Worms S/2		1.50▼	1.10
18 Throttle Worms T/3		2.30	2.00
	25.00	20.00	17.00
85 Tomb Horror W/S		2.30	2.00
86 Tomb Horror S/4		3.30	3.00
87 Tomb Horror T/5		5.00	4.30
88 Trog W/S		2.30	2.00
89 Trog S/4		3.00	3.00
90 Trog T/4		3.50▼	3.00
64 Troll Gunner W/S		2.30	2.00
65 Troll Gunner S/4		3.00	3.00
66 Troll Gunner T/5		5.00	4.30
67 Troll Zombie W/3		2.30	2.00
68 Troll Zombie S/4		3.00	3.00
69 Troll Zombie T/5		5.00	4.30
37 Warbear W/		1.50	1.00
38 Warbear S/3		2.00	2.00
39 Warbear T/4		3.00	3.00
7 Warrior Sprite W/		0.90	0.50
8 Warrior Sprite S/2		1.50	1.00
9 Warrior Sprite T/3		2.30	2.00
10 Woodland Sniper W/		1.00	0.60
11 Woodland Sniper S/2		1.50▼	1.10
12 Woodland Sniper T/3		2.50▼	2.00
82 Wrath Golem W/3		2.30	2.00
83 Wrath Golem S/4		3.00	3.00
84 Wrath Golem T/5		5.00	4.30
		420.00	
			330
MINIONS (100) Figure	S	

84 Wrath Golem 1/5 5.00 Total 483.404	5.00 120.00 3	4.30
		01.00
MINIONS (100 Figures Minions Regular Set 687.50 5	40.00.12	04.05
Booster Box 8.00	7.60	7.00
GLOW-IN-THE-DARK CHASE I	FIGURES	1.00
UPR	MED	LOW
Crystal Protector (Tough) 19.50	13.00▲	12.25
Darkwing Zombie (Tough) 19.50	13.00 ▲	12.25
Dwarven Thunder Gunner (Tough)	40.00	40.05
Fhon Applies (Tough) 17.00	13.00 ▲ 13.00 ▲	12.25
Elven Acolyte (Tough) 17.00 Khamsin Sniper (Tough) 19.50	13.00	12.20
Mindsifter (Tough) 19.25	12.75	
Phooka (Tough) 19.25	12.75▲	11.50
Submersible Golem (Tough) 16.00	12.75 ▲ 12.75 ▲	12.50
Wereraven (Tough) 19.50	14.00▲	12.75
Xandressan Sailor (Tough) 19.25 # FIGURE NAME RK/R UPR	12.75▲	
# FIGURE NAME` ŘIĆ/R UPR 100 Amazon Draconum U/6 34.00	MED 24.00▲	LOW
92 Amethyst Knight U/6 20.00	18.00V	15.00
31 Brass Commander W/2 2.10	2.00	1.50
32 Brass Commander S/3 3.10	3.00	2.30
33 Brass Commander T/4 4.20	3.50▼	2.30 2.50
52 Chimeric Worm W/2 2.10	2.00	1.50
53 Chimeric Worm S/3 3.10 54 Chimeric Worm T/4 4.20	3.00	2.30
54 Chimeric Worm T/4 4.20 10 Crystal Protector W/1 1.00	3.50▼	2.50
	1.00	0.90
11 Crystal Protector S/2 2.10 12 Crystal Protector T/3 3.10	2.00 3.00	1.50 2.30
67 Cursed Hag W/3 3.10	3.00	2.30
68 Cursed Hag S/4 4.20	3.50▼	2.50
69 Cursed Hag 1/5 5.20	5.00 ▲	3.50
13 Darkwing Zombie W/1 1.00	1.00	0.90
14 Darkwing Zombie S/2 2.10 15 Darkwing Zombie T/3 3.10	2.00	1.50 2.30
15 Darkwing Zombie T/3 3.10 97 Draconum Guardian	3.00	2.30
U/6 25.00	20.00	20.00
99 Vampiric Draconum	20.00	20.00
U/6 29.00	25.00▲	
40 Dwarven Bombard W/2 2.10	2.00	1.50
41 Dwarven Bombard S/3 3.10	3.00	2.30
42 Dwarven Bombard T/4 4.20 19 Dwarven Thunder Gunner	3.50▼	2.50
19 Dwarven Thunder Gunner W/1 1.00	1.00	0.90
20 Dwarven Thunder Gunner	1.00	0.50
S/2 2.10	2.00	1.50
21 Dwarven Thunder Gunner		
T/3 3.10	3.00	2.30
7 Elven Acolyte W/1 1.00	1.00	0.90
8 Elven Acolyte S/2 2.10 9 Elven Acolyte T/3 3.10	2.00 3.00	1.50 2.30
85 Flayed Lord W/3 3.10	3.00	2.30
86 Flayed Lord S/4 4.20	3.50▼	2.50
87 Flayed Lord T/5 5.20	5.00 ▲	3.50
46 Galeshi Emissary W/2 2.10	2.00	1.50
47 Galeshi Emissary S/3 3.10	3.00	2.30
48 Galeshi Emissary T/4 4.20	3.50▼	2.50
94 Galeshi Sun ProphetU/6 20.00 43 Glade Guardian W/2 2.10	2.00	1.50
44 Glade Guardian S/3 3.10	3.00	2.30
45 Glade Guardian T/4 4.20	3.50▼	2.50
76 Ironclad W/3 3.10	3.00	2.30
77 Ironclad S/4 4.20	3.50▼	2.50
78 Ironclad T/5 5.20	5.00	3.50
70 Khamsin Peacekeeper		

3.50▼ 2.50

5.00 A 1.00 2.00 3.00 3.00 3.50 V 5.00 A 5.20 1.00 2.10 3.10 3.10 4.20 5.20

U/6 30.00 23.00 22.00

3.50 0.90 1.50 2.30 2.30 2.50 3.50

Khamsin Peacekeeper
W/3 3.10 3.00

Khamsin Peacekeeper S/4 4.20

Mage Knight/MechWarrior

64 Medicine Troll	3.00	40 Gorgon W/3 3.00 2.60 41 Gorgon S/4 4.00 4.00 42 Gorgon S/4 4.00 4.00 42 Gorgon S/4 4.00 4.00 42 Gorgon S/4 4.00 4.00 43 Gorgon S/4 4.00 4.00 44 Gorgon S/4 4.00 4.00 44 Gorgon S/5 5.00 5.00 46 Hooded Assassin U/6 15.00 15.00 47 Ironblood Ettin S/4 4.00 4.00 48 Ironblood Ettin S/4 4.00 4.00 49 Ironblood Ettin S/4 4.00 4.00 40 Jadreen U/6 15.00 15.00 40 Jadreen U/6 15.00 15.00 41 Jadreen U/6 15.00 15.00 42 Lyra Fairhame U/6 15.00 15.00 43 Khoura U/6 15.00 15.00 45 Patrial Samma U/6 15.00 15.00 48 Phreggs U/6 15.00 15.00 49 Paarl U/6 15.00 15.00 49 Ram Warrior W/6 15.00 15.00 49 Rattietali W/3 3.00 2.60 49 Rattietali S/4 4.00 4.00 50 Rattietali S/4 4.00 4.00 51 Rattietali S/4 4.00 4.00 51 Rattietali S/4 4.00 4.00 51 Seeker Contri U/6 16.00 15.00 52 Seeker Mock U/6 16.00 15.00 53 Skell Warder W/7 1.00 1.00 54 Seeker Contri U/6 16.00 15.00 55 Skell Warder W/7 1.00 1.00 57 Seeker Mock U/6 16.00 15.00 58 Skull Warder W/7 1.00 1.00 59 Skull Warder W/7 1.00 1.00 50 Skull Warder W/7 1.00 1.00 51 Skulk W/7 1.00 1.00 52 Squalid Gremlin W/7 1.00 1.00 53 Skull Warder W/7 1.00 1.00 54 Scapalid Gremlin W/7 1.00 1.00 55 Stone Boar W/7 3.00 2.60 56 Stone Boar W/7 3.00 2.60 57 Stone Golem W/7 1.00 1.00 58 Sun Leopard W/7 3.00 2.60 58 Sun Leopard W/7 4.00 4.00 57 Sue Leopard W/7 4.00 4.00 57 Sue Leopard W/7 4.00 2.60 58 Sun Leopard W/7 4.00 2.60
	459.00 367.00	60 Sun Leopard T/5 5.00 5.00 31 Temple Cat W/1 1.00 1.00
PYRAMIO 92 Figure PYRAMIO 92 Figure 717.75	628.50 539.25 20.00 20.00 7.00 7.00	32 Temple Cat S/2 2.00 1.70 33 Temple Cat 73 3.00 2.60 7 Tomb Skeleton W/1 1.00 1.00 8 Tomb Skeleton S/2 2.00 1.70 9 Tomb Skeleton W/3 3.00 2.60 43 Tridrax W/3 3.00 2.60 44 Tridrax S/4 4.00 4.00 45 Tridrax T/5 5.00 5.00 85 Trolikiler U/6 20.00 15.00 52 Vine Golem W/3 3.00 2.60
77 Dagon U/6 15.00	14.00 12.00	53 Vine Golem S/4 4.00 4.00 54 Vine Golem T/5 5.00 5.00
72 Delara U/6 15.00 28 Desert Ape W/1 1.00	15.00 14.00 1.00 0.90	Total 691.00 636.40
29 Desert Ape S/2 2.00	1.70 1.50	SPECIAL SETS & PROMOS
30 Desert Ape T/3 3.00 63 Desert Bladestalker U/6 15.00	2.60 2.50 15.00 12.00	HEROIC QUESTS Heroic Quests: Magestone Mines pack
67 Draconum Mummy U/6 20.00 87 Ember U/6 15.00	15.00 12.00 15.00 12.00	15.00 15.00 Heroic Quests: The Citadel pack
82 En-zar U/6 15.00	15.00 12.00 15.00 13.00	17.50 15.00
78 Fathom U/6 15.00 13 Fire Salamander W/1 1.00	15.00 12.00 1.00 0.90	# FIGURE NAME UPR MED HQ01 Nazul Leptra 13.00 7.50
14 Fire Salamander S/2 2.00	1.70 1.50	HQ02 Autumn 8.80 5.10
15 Fire Salamander T/3 3.00 89 -Geddion LongbladeU/6 16.00	2.60 2.50 15.00 12.00	HQ03 Chromazar 13.00 7.50 HQ04 Sham-rin 16.25 10.00
4 Gnoll Poacher W/1 1.00	1.00 0.90	HQ05 Corpheus 12.25 10.00
5 Gnoll Poacher S/2 2.00 6 Gnoll Poacher T/3 3.00	1.70 1.50 2.60 2.50	HQ06 Jess Blacklock 9.50 7.70 HQ07 Astrus 12.50 7.50
1 Gnoll Robber W/1 1.00	1.00 0.90	HQ08 Sunbane 9.50 6.50
2 Gnoll Robber S/2 2.00 3 Gnoll Robber T/3 3.00	1.70 1.50 2.60 2.50	HQ09 Erlin Boltripper 16.25 10.00 HQ10 Captain Salidar 13.00 9.00

91						
		U/6 16.00	15.00	12.00		
79	Pearl	U/6 15.00	14.00	12.00		
88	Phreggs	U/6 15.00	14.00	12.00		
62 22	Possessing Spirit	U/6 20.00	15.00	14.00		
22	Ram Warrior	W/1 1.00	1.00	0.90		
23	Ram Warrior	S/2 2.00	1.70	1.50		
24 49	Ram Warrior Rattletail	T/3 3.00 W/3 3.00	2.60	2.50 2.50		
50	Rattletail	S/4 4.00	2.60	3.50		
51	Rattletail	T/5 5.00	5.00	5.00		
71	Ravenbane	U/6 15.00	15.00	12.00		
68	Revenant Draconur		15.00	12.00		
90	Rurik the Blessed	U/6 17.00	15.00	15.00		
73	Seeker Azruk	U/6 16.00	15.00	12.00		
74	Seeker Contri	U/6 16.00	15.00	12.00		
75	Seeker Elydia	U/6 16.00	15.00	12.00		
76	Seeker Mock	U/6 16.00	15.00	12.00		
86	Shaman Og	U/6 15.00	15.00	12.00		
16	Skulk	W/1 1.00	1.00	0.90		
17	Skulk	S/2 2.00	1.70	1.50		
18	Skulk	T/3 3.00	2.60	2.50		
34	Skull Warder	W/1 1.00	1.00	0.90		
35	Skull Warder	S/2 2.00	1.70	1.50		
36	Skull Warder	T/3 3.00	2.60	2.50		
25	Squalid Gremlin	W/1 1.00	1.00	0.90		
26	Squalid Gremlin	S/2 2.00	1.70	1.50		
27	Squalid Gremlin	T/3 3.00	2.60	2.50		
10	Stinging Skeleton	W/1 1.00	1.00	0.90		
11	Stinging Skeleton	S/2 2.00	1.70	1.50		
12	Stinging Skeleton	T/3 3.00	2.60	2.50		
55	Stone Boar	W/3 3.00	2.60	2.50 3.50		
56	Stone Boar	S/4 4.00	4.00			
57	Stone Boar	T/5 5.00	5.00	5.00		
19 20	Stone Golem	W/1 1.00	1.00	0.90		
21	Stone Golem Stone Golem	S/2 2.00	1.70	1.50		
58	Sun Leopard	T/3 3.00 W/3 3.00	2.60	2.50		
59	Sun Leopard	S/4 4.00	4.00	3.50		
60	Sun Leopard	T/5 5.00	5.00	5.00		
	Temple Cat	W/1 1.00	1.00	0.90		
31 32	Temple Cat	S/2 2.00	1.70	1.50		
33	Temple Cat	T/3 3.00	2.60	2.50		
7	Tomb Skeleton	W/1 1.00	1.00	0.90		
8	Tomb Skeleton	S/2 2.00	1.70	1.50		
9	Tomb Skeleton	T/3 3 00	2.60	2.50		
43	Tridrax	W/3 3.00	2.60	2.50		
44	Tridrax	S/4 4.00	4.00	3.50		
45	Tridrax	T/5 5.00	5.00	5.00		
85	Trollkiller	U/6 20.00	15.00	15.00		
52	Vine Golem	W/3 3.00	2.60	2.50		
53	Vine Golem	S/4 4.00	4.00	3.50		
54	Vine Golem	T/5 5.00	5.00	5.00		
Tot	al	691.00	636.40	554.80		
		ETS & PRON	ios			
Har		IC QUESTS	and.			
пеі	oic Quests: Mages	tone Mines p 15.00	15.00	15.00		
Her	oic Quests: The Cit		10.00	10.00		
1101	5.5 QUOSIS. 1116 OIL	17.50	15.00	15.00		
#	FIGURE NAME	UPR	MEO			
HO	01 Nazul Leptra	13.00	7.50	5.00		

	10.00	10.00	10.00
Heroic Quests: The Citadel	pack		
	17.50	15.00	15.00
# FIGURE NAME	UPR	MEO	LOW
HQ01 Nazul Leptra	13.00	7.50	5.00
HQ02 Autumn	8.80	5.10	3.50
HQ03 Chromazar	13.00	7.50	5.00
HQ04 Sham-rin	16.25	10.00	5.00
HQ05 Corpheus	12.25	10.00	7.40
HQ06 Jess Blacklock	9.50	7.70	5.60
HQ07 Astrus	12.50	7.50	5.00
HQ08 Sunbane	9.50	6.50	5.00
HQ09 Erlin Boltripper	16.25	10.00	5.00
HQ10 Captain Salidar	13.00	9.00	7.20

DOMONECE					
CONQUEST					
Conquest Rules pack (w/7 f		44.75	10.75		
	15.25	14.75	13.75		
Siege Pack (w/4 figs.) # FIGURE NAME	13.75	9.00	8.00		
	UPR	MEO	LOW		
C01 Gatekeeper Bassan	10.50	7.50	4.30		
CO2 Lord Maakha	12.75	9.30	6.10		
C03 Nyx	13.50	7.00	5.00		
CO4 Eremohn the Strong	9.80	7.00	4.20		
C05 Athene	9.50	6.50	4.20		
C06 Maren'kar	10.75	9.00	8.40		
T01 Living Ballista	8.80		3.50		
T02 Stonethrower	9.50	6.60	5.30		
T03 Cannon	10.00	7.00	5.00		
T04 Mortar	10.00	7.00	5.00		
LARGE FIGURES	& ARM	IES			
Atlantean Ram	20.00	13.00	9.20		
Atlantis Guild Army	17.00	14.00	7.30		
Black Powder Rebel Army	17.00	14.00	7.50		
Dwarven Steam Behemoth	25.00	15.00	11.00		
Elemental League Army	17.00	14.00	9.40		
Fist of Tezla	21.50	20.00	20.00		
Great Fire Dragon	32.75	26.50	25.00		
T05 Iron Rain Hill Giant	16.00	14.00	11.50		
Knights Immortal Charger	18.00	15.00	15.00		
Necropolis Sect Army	17.00	14.00	7.30		
Polar Ice Dragon	25.00	22.00	17.00		
Radiant Light Dragon	20.25	19.00	16.50		
Venemous Shadow Dragon		15.50			
War Wagon	18.00	16.00			
PROMO FIGURES	UPR	MED	LOW		
Mage Knight Ltd. Preview S	Set (16 1	fias.)			
		90.00	745.00		

2.50 3.50 5.00 15.00 12.00 14.00 2.50 3.50 5.00

-		83	32.50 7	90.0047	45.00
#	FIGURE NAME	SET	UPR	MEO	LOW
161	Khujeret	Pre	74.75	58.50▼	51.25
162	Djakmaukar	Pre	63.00	54.75▲	51.25
163	Ramkare	Pre	66.25	54.25▼	47.75
164	Anunub	Pre:	331.75	160.25	63.75
165	Nessa Nettle			71.50▲	
166	Rowan		82.00	62.00▲	
167	Byrch	Pre	66.50	57.00V	47.50
168	Oakes	Pre	71.75	62.00	55.00
169	Goltusep	Pre	72.25	60.00	46.50
170	Kerraii	Pre	72.25 71.25	59.50▲	
171	Digger Khep		64.50	58.00▼	
172	Ravarshi	Pre	65.75	62.00	54.50
173	Fickett Townley	Pre	75.75	61.75▲	52.00
174	Snow	Pre	83.00	61.00▲	52.50
175	Alessi Ost	Pre	75.75	65.25▲	
176	Torengor	Pre	68.00	56.00▼	41.50
143	Shazardek	Lncr	s19.00	10.00▼	8.00
144	Jolum the Fish	Lncr	s15.25	11.00▲	8.00
145	Woodroot	Lncr	s18.75	13.00	9.50
146	Laurell	Lncr	s15.50	8.10	8.00
147	Slurshem		s10.00	. 9.00 y	7.60
148	Rendark	Lncr	s12.75		8.40
149	Gale Bronzeboss			17.50	11.50
150	Lightning Tallmar			10.00▼	8.00
151	Squire Thomma:			10.00	8.80
152	Grim Ivydown	Lncr	s20.75	17.00▼	13.00
153	Willow Nock	Lncr	s11.50	10.00♥	8.50
154	Taska Lakelore Boombock	Lncr	s15.25	10.00▼	
155	Boombock	Lncr	s10.00	10.00	5.00
156	GISNKI	Lncr	\$12.25	10.25▲	8.00
157	Mogga Cracksho			10.00▼	
158	Podo		s19.50	15.25▼	11.25
159	Scarabet		s59.00	53.00▲	
160	Abydor		s74.50		15.00
161	Karnandna		s83.00		
162	Hierajet		s45.25		
163			s58.50		
164			s90.50	50.00▼	30.00
165	Keening Daemor	na			

	· ·	Lncrs84.25	60.00▼	20.00
	Hag Hebrodia		49.00▼	19.50
167	Elroodon Lightfo			
	-	Lncrs72.00	50.00▼	25.00
168	Rathgad Thunde			
		Lncrs92.00		
	Yanna Fairhame		45.00▼	17.50
170	Cormelian the Sa			
		Lncrs59.25		
	Gûlthak Gaddar			
172	Harrowblade Broo	rLncrs92.25	65.50 ▼	40.00

	Mage	1211	יטי
	173 Snagu Lncrs74.50		
ı	174 Nuren the Tooth Lncrs46.25	25.00	13.25
ı	MG1 Mounted Elf General Lncrs84.75	71 75	40.50
ı	143 Construct of Koranub	71.75	40.00
١	Whrl 12.50	12.00	10.00
ı	144 Koranub Whrl 26.00 145 Thornhusk Whrl 10.00	12.00	10.00
ĺ	145 Thornhusk Whrl 10.00	10.00	8.50
	146 Arial Frostfall Whrl 19.00		
	147 Rottooth (Zombie)Whrl13.50	12.00	9.00
	148 Skoth Plaguebringer Whrl 11.00	7.10	4.00
	149 Ashek SandslayerWhrl13.50		6.50
	150 Helkate Hookjaw Whrl 12.00	10.00	5.00
	151 Ashell the Driven Whrl 10.00		5.00
	152 Yolonia the DevotedWhrl15.50		6.80
1	153 Krech Dartcatcher Whrl 10.00154 Snurga Longstrike Whrl 15.00		8.00 5.00
ĺ	155 Dargrum Whrl 12.00	10.00	8.00
	155 Dargrum Whrl 12.00 156 Muloch Whrl 15.00	10.00	8.20
	157 Methefesokoi Whrl 10.00	8.00	7.00
	158 Hambulandroika Whrl 15.00		6.50
	159 Haan Redwood Whrl 41.75 160 Thaniel Sollar Whrl 47.75	25.50 38.50	11.50 18.00
	160 Thaniel Sollar Whrl 47.75 161 Aycorn Trueshot Whrl 58.25	31.00	11.50
	162 Roleric StormbomWhrl 38.25	33.50	20.25
	163 Kahlan Whrl 39.75		15.50
	164 Haagor Dunebreaker		
	Whrl 47.00		
	165 Ironshod Ako BronWhrl49.50 166 Sig Eightfingers Whrl44.50		19.00 15.50
	100 Sig Eightingers Willi 44.50	20.00	10.00

165	Ironshod Ako Bro	nWhrl49.50	32.00	19.0
166	Sia Eightfingers	Whrl 44.50	20.50	15.5
167	Booshac	Whrl 39.00	36.00	14.5
168	Wandering Moch	noch		
		Whrl 76.00	50.00	15.0
169	Zechkin the Molo	Whrl 51.50	36.00	18.5
170	Oombafoo	Whrl 50.00	33.00	15.0
171	Vancharlaika	Whrl 56.75	41.00	17.0
172	Flying Tarnapii	Whrl54.75	32.50	14.2
	Slithering Moi	Whrl 54.75	31.00	11.5
174	Dovontin Mar	Mbrl 20 50	12.00	10.6

108	wandening woch	OCII		
		Whrl 76.00	50.00	15.00
169	Zechkin the Molog	Whrl 51.50	36.00	18.50
170	Oombafoo	Whrl 50.00	33.00	15.00
171	Vancharlaika	Whrl 56.75	41.00	17.00
172			32.50	14.25
	Flying Tarnapii	Whrl54.75		
173	Slithering Moi	Whrl 54.75	31.00	11.50
174	Pexpatia Mar	Whrl 20.50	12.00	10.50
101	Tracker	Dun. 11.00	6.00	4.50
102	Dead-eye	Dun. 14.50	10.00	8.00
103	Jawless Jenkins	Dun. 9.00	5.00	3.30
104	Young Rich	Dun. 10.00	8.00	4.00
105	Murrk	Dun. 15.50	10.00	9.00
106	Headstone	Dun. 15.50	10.00	8.00
107		Dun. 18.00	10.00	5.60
	Volcorga			
108	Mirajon	Dun. 10.00	4.00	3.10
109	Trick	Dun. 10.00	9.00	4.10
110	Sneenox	Dun. 42.25	25.00	10.00
111	Ankhet	Dun. 10.00	8.00	6.00
112	Brimbidus Grimm	Dun. 33.00	20.50	10.00
113	Morgarius Stamp		25.00	9.50
114	Silver	Dun. 28.75	18.00	10.75
115	Susservus	Dun. 45.25	25.50	10.75
116		Dun. 40.00	39.00	11.00
	Yumus			
117	Draxx	Dun. 40.00	39.00	11.00
118	Deathroot	Dun. 40.00	39.00	11.00
119	Tusk	Dun. 44.50	31.00	20.50
120	Atayet	Dun. 46.75	35.50	16.00
BT1	Black Thorn	Dun.103.00	76.25	45.50
RM ₁	Raydan Marz	Dun.117.00	74.25	45.25
101	Lord Andreus	Sin. 15.50	13.50	11.00
102	Searle of Congers		10.00	9.00
103	Ribhan Crag	Sin. 18.00	12.50	10.00
104	Rax Coldstone		10.00	
		Sin. 17.25		9.00
105	Duncan the Red	Sin. 26.00	15.00	11.50
106	Sir Mishler	Sin. 26.50	15.00	10.50
107	Cerberus	Sin. 39.00	12.50	12.00
108	Gronther	Sin. 29.00	25.00	10.00
109	Pickett	Sin. 19.00	10.00	8.80
110	Crupo the Lucky	Sin. 36.50	20.75	11.50
111	Enderek os Fena	Sin. 44.00	14.00	7.50
112	Amotep Norda	Sin. 21.50	9.00	5.30
113	Midden (Zombie)		25.00	14.00
114				
	Chofni	Sin. 10.00	8.00	7.00
115	Foster Gray	Sin. 17.50	10.25	8.80
116	Razi (Zombie)	Sin. 49.50	36.25	20.75
117	Rigger Turga	Sin. 47.25	32.00	15.25
118	Anunub's Shield	Sin. 15.00	12.00	10.00
119	Zopheratu	Sin. 39.75	25.50	10.50
120	Bek	Sin. 39.00	20.50	12.00
101	Tezlacore	Min. 13.50	10.00	7.50
102	Splinter	Min. 10.25	7.80	5.50
102	Opinition	141111. 10.23	7.00	0.00

103 Stiletto	Min. 10.50	7.50	-6.00
104 Bombardo	Min. 11.00	10.00	7.60
105 Warpath	Min. 31.00	12.00	11.00
106 Hadim	Min. 10.00	4.80	3.30
107 Marrow	Min. 12.50	10.50	7.60
108 Grizaphus	Min. 14.25	10.25	8.90
109 Black Dirge	Min. 28.75	26.00	19.25
110 Sovalis	Min. 18.00	11.00	10.00
111 Captain Sarihet	Min. 19.50	15.00	10.50
112 Torg Boneknitter	Min. 15.25	10.50	10.00
113 Wolfwitch	Min. 10.00	10.00	9.20
114 Duke Skala	Min. 17.00	12.75	11.00
115 Shadowbane	Min. 16.50	10.50	7.80
116 Boronx	Min. 18.75	16.50	12.75
117 Anopheles	Min. 8.00	5.50	4.50
118 Bloodaxe	Min. 19.25	15.00	12.25
119 Lord Chaos	Min. 39.50	29.00	22.00
120 Mondravalis	Min. 49.00	45.00	22.00
CM01 Khumeret of Ca			
	Cong31.00	27.00	24.00
CMOO Therenedy	Cana 22 00	20 50	20.00

CIVIO	KIIUIIIeret O	Gaero		
		Cong31.00	27.00	24.00
CM02	Therenody	Cong23.00	20.50	20.00
CM03	Snake	Cong50.00	42.50	36.25
CM04	Whisper	Cong50.00	40.00	25.25
CM05	Bakus	Cong97.75	80.50	49.00
CM06	Moggran Ne	phret		
		Cong60.50	40.00	22.50

		00.00	40.00	22.00	
CM07	Varex Swordbr	reaker			
		Conq70.50	53.00	21.25	
CM08	Winter	Conq52.00		15.00	
T101	Gilgarsh	Titan115.50	100,00	52.50	
2001	Santa Claus	Xmas35.00	31.00	26.00	
2002	Santa's Holiday Flyer (Crimson Skies)				
		Xmas21.00	20.00	15.00	

Ranks: G=Green; V=Veteran; E=Elite; U=Unique Rarity: 1=most common; 6=most rare

UARK AGE (11	o rigure	5)	
Dark Age Set Dark Age Starter Box Dark Age Booster Box	462.25	402.50	100.00
Dark Age Starter Box	18.75	18.25	16.50
Dark Age Booster Box	9.80	9.00	7.70
Rarity 1 figure (most comn			
many ringuro (moor comm	1.70	1.20	1.00
Rarity 2 figure	2.60	2.10	1.60
Rarity 3 figure	3.10	2.80	1.80
Rarity 3 figure Rarity 4 figure	4.00	3.60	3.30
# FIGURE NAME RK/		MEO	LOW
63 M1 Marksman Tank E/4			
66 DI Schmitt Tank E/4			3.60
68 JESII Missile Carrier V/3		3.50	2.90
72 Behemoth II Tank E/4	6.00		
83 MiningMech MUD E/5	7.30	6.30	5.80
86 ConstructionMech MO			
E/5		6.30	5.80
89 AgroMech MOD E/5		6.30	5.80
92 ForestryMech MOD E/5	7.30	6.30	5.80
94 Koshi V/4	5.50	4.80	3.80
95 Koshi E/5	8.50	6.50	6.20
96 Spider G/3	4.00	3.60	3.00
97 Spider V/4	5.50	5.00	4.00
98 Spider E/5	8.30	6.50	6.20
100 Centurion V/4		5.00	4.00
101 Centurion E/5		6.30	
102 Black Hawk G/3		3.60	3.00
103 Black Hawk V/4		5.00	4.00
104 Black Hawk E/5		6.30	6.00
	21.75	20.00▼	
	23.50	21.00 V	
	22.25	21.00	
	24.00	22.50	
	23.75	22.00	21.50
111 Jaqueline Tadaka U/6			
	26.00		20.50
113 Kendrick Fetladral U/6			
	28.25		
	33.25		
116 Erin Johnston U/6	33.50	27.00▲	21.50

Back

Call to order the issues you need today! 800-258-0929, Offer SCRYEB Mon.-Fri. 7 am-8 pm; Sat. 8 am-2 pm, CST

View or renew your issue online @ www.collect.com

Every issue of SCRYE features great deck design tips & examples for CCGs, Including Magic: The Gathering, Mage Knight, Star Wars, Star Trek, Legend of the Five Rings, Pokémon, and more!

SCRYE, Krause Publications, Circulation/Back Issues, 700 E. State St., Iola WI 54990



OOKING FOR A WEEKEND ADVENT

CALIFORNIA

Anaheim December 10-14

GEN CON SO CAL

Anaheim Convention Center, Hundreds of interactive gaming events, computer gaming, Exhibit Hall, Costume Contest, Industry Guests of Honor, Celebrities, Art Show, a Party and much more! Admission: \$55. Contact: Jeanette Keblish or Lindsay Ohman, Gen Con LLC, 120 Lakeside Ave. #100, Seattle, WA 98122 (206) 957-3976, evtcustserv@gencon.com www.gencon.com

DELAWARE

New Castle March 23

NEW CASTLE CON

Magic, HeroClix, Yu-Gi-Oh!, Dragon Ball Z @Bodyind:, Warhammer, Sports Cards, NASCAR and more. 9:30 – 3:30 pm, Admission Fee: \$2, age 12 and under Free. Nur Temple Hall, Route 13 and 40 Split

Contact:Bob Harper, (302) 438-0967 E-mail: harperr@gbc.edu

ILLINOIS

Rosemont Sept. 11-14

INTERNATIONAL MODEL & HOBBY EXPO

Donald E. Stephens Convention Center. Thurs. & Fri. (Sept. 11 & 12) 9 am to 6 pm open for trade only. Sat. & Sun. (Sept 13 & 14) 10 am to 5 pm for consumers.

Contact: (847) 740-1111 www.ihobbyexpo.com

INDIANA

Indianapolis July 24-27

GEN CON INDY

Indiana Convention Center, 100 South Capitol

Ave., Indianapolis, IN 46225, Thousands of interactive gaming events, Exhibit Hall, Auction, Costume Contest, Industry Guests of Honor, Celebrities, Art Show, Block Party and a lot more! Admission fee: \$55 online pre reg & \$60 onsite reg. Contact: Jeanette Keblish or Lindsey Ohamn, Gen Con LLC, 120 Lakeside Ave. #100, Seattle, WA 98122, (206) 957-3976 evtcustserv@gencon.com, www.gencon.com

VERMONT

So. Burlington May 9-11

BAKURETSU CON: GAMING & ANIME IN NEW ENGLAND

1076 Williston Rd. Fri. 12pm to 12am, Sat. 8am to 12am, Sun. 8am to 5pm. \$40 at the door, \$30 for children, 6 and under FREE. Pre-Reg Info: \$30 until 12/31/02, Children \$25.00 until 4/30/03, See web site for reg form. Special deal for pre-registered GMs. Table Top RPGs, miniatures, board games, CCGs, sanctioned Mage Knight tourneys, DCI M:TG tourneys, miniature painting contests, art contests, AMV contest, DDR tournament, anime video rooms, panels, video games, dealers room, artists, and more!

Contact: Valerie Tatro or Bakuretsu Con Staff, P.O. Box 44, Vergennes, VT 05491, (802) 877-2647, info@bakuretsucon.org www.bakuretsucon.org

VIRGINIA

Richmond September 19-21

GAMEFEST - RICHMOND

The Arthur Ashe Center, 3001 N. Boulevard, Richmond, VA 23230. Admission Fee: Full event \$30.00. 1 and 2 day passes available. Pre-Reg. Info: Full event \$25.00, 1 and 2 day passes available. Contact: Linzee Smith, Gamefest Series, P.O. Box 1128, Antwerp, OH 45813 (419) 258-1780, Email: linzee@gamefestseries.com Web address: www.gamefestseries.com

WISCONSIN

Milwaukee August 1-3

GAMEFEST — MILWAUKEE

Midwest Express Center, 400 W. Wisconsin Ave., Milwaukee, WI 53203. Admission Fee: Full event \$30.00. 1 and 2 day passes available. Pre-Reg. Info: Full event \$25.00, 1 and 2 day passes available. Contact: Linzee Smith, Gamefest Series, P.O. Box 1128, Antwerp, OH 45813 (419) 258-1128, Email: linzee@gamefestseries.com Web address: www.gamefestseries.com

CANADA

ONTARIO

Hamilton May 11

GREAT CANADIAN BAYCON

Hamilton Convention Centre, Summers Lane. Admission Fee: \$10, Time: 9 am to 5 pm, Pre-Reg. Info: baycom@interlynx.net. Events:Magic The Gathering, Dragon Ball Z, WWF Raw Deal, Mage Knight, BattleTech Dark Age, HeroClix, Yu-Gi-Oh, Dungeons & Dragons, Legends of the Five Rings, Star Wars, Miniature painting contest, costume contest, Minds Eye Theatre, Vampire TES. Contact: Rose Kriedemann, Great Canadian Baycon c/o Rose Kriedemann, 789 King Street West, Hamilton, Ontario, L8S 1KZ CANADA, (905) 516) 4904 E-mail: baycon@interlynx.net

UNITED KINGDOM

April 18-21

GEN CON EUROPE

Olympia 2 Convention Center. Trade Hall, Auction, Bring & Buy, Costume Contest, Art Show, Film showing, and lots of gaming! Contact: Jeanette Keblish or Lindsay Ohman, Gen Con LLC, 120

Lakeside Ave. #100, Seattle, WA 98122, (206) 957-3976 evtcustserv@gencon.com www.gencon.com & www.genconuk.com

MEXICO

Cuernavaca, Morelos Mar. 15 and 16

NIMLOTH-CON 2003

Sat. 9-midnight, Sun. 9 to 1pm. Mar. 15, 10 am: Lord of the Rings, Constructed, Swiss, Two Towers Block, Sanctioned, Fee: 1 Two Towers Booster; 2 pm: Lord of the Rings, Constructed (Highlander), Swiss, Open format, Free; 5 pm: Lord of the Rings, Constructed (Multiplayer), Swiss, Open format, Free. Mar. 16, 10 am: Lord of the Rings Sealed, Booster Draft, Two Towers Block, Swiss Fee: 200 Pesos. Role Playing Games. Camping from Saturday to Sunday, Tennis Court, Swimming Pool. Admission: \$100 pesos. Plaza del Alcazar #13, Fraccionamiento burgos. (5255) 21238445. mariowiz@nimloth.org www.nimloth.org



Tournament Calendar

OKING FOR A PLACE TO PLA

ALABAMA

Wed., Fri., Sat.: MechWarrior (S), Free Fri.: M:TG (S) Sat.: Yu-Gi-Oh! (S) Sat., Sun.: Mage Knight (S)
Quality Collectibles, 105 Hwy. 78 West, (205) 384-5005

Qualcoll@bellsouth.com

Mobile

Mon. 5 pm: LotR Race to Mount Doom League, Free; Star Wars/Star Trek Game Night, Free

Tues. 6 pm: DC HeroClix 300 point tourna-

ment, Free Wed. 6 pm: Marvel HeroClix 300 point

Force Tournament (S), Free
Thurs. 5 pm: **BBZ** League (S), Free
Alt. Thurs. 6 pm: **Buffy** Game Night, Free
Fri. 6 pm: **M:TG** Friday Night Magic Type II
(S), \$3; **MechWarrior** 300 pt. army, Free. 7 pm: WWE Raw Deal League (S), Free Alt. Fri. 6 pm: Magi-Nation, Warlord con-

structed (S), Free Sat. 1 pm: Yu-Gi-Oh! constructed, \$5. 6 pm:

Sat. 1 pm: Yu-Gi-Oh! constructed, \$5.6 pm: M:TG Type 1, \$5; Mage Knight 300 point army (\$), Free Alt. Sat. 1 pm: LotR Open format, construct-ed (\$), Free; booster draft (\$), \$10.6 pm: DBZ constructed (\$), Free Sun. 1 pm: Yu-Gi-Oh! constructed (\$), Free Star Trek 2nd Ed. constructed (\$), Free

Mar. 5, 6 pm: Marvel HeroClix booster draft (S), \$15 Mar. 9, 1 pm: DBZ sealed (S), \$15

Mar. 14, 6 pm: Buffy 1 on 1 Tournament (S), Free; MechWarrior booster draft (S), \$20. 7 pm: WWE Raw Deal Tag-team (S), Free Mar. 18, 6 pm; **DC HeroClix** booster draft

(S), \$15 Mar. 21, 6 pm: M:TG FNM booster draft (S),

Mar. 23, 1 pm: Star Trek 2nd Ed. sealed (S), \$15; **DBZ** Tuff Enuff (S), Free
Mar. 27, 6 pm: **Buffy** Multi-Player
Tournament (S), Free
Mar. 28, 7 pm: **WWE Raw Deal** 1-on-1 (S),

Free

Mar. 29, 6 pm: M:TG sealed, \$15; Mage Knight booster draft (S), \$15 Ground Zero, 6850 Moffett Rd., (251) 645-8712 tomray@groundzeromobile.com www.groundzeromobile.com

Tues. 6-8 pm: M:TG, Free 1st Tues. 6-8 pm: **Buffy** demos, Free 2nd, 4th Tues. 5-8 pm: **Warlord** tourn,

demos, Free 3rd Tues. 5-8 pm: **LotR** demos, Free Wed. 6-8 pm: **Warlord** League, Free Thurs. 5-8 pm: **Open Gaming**, Free Fri. 6-9 pm: Yu-Gi-Oh! League, tourn. packs,

\$5 (If under 13, bring a guardian) Sat. 12-4 pm: HeroClix tournament, demo, \$3. 2-6 pm: **M:TG**, \$5 1st, 2nd Sat. 6-8 pm: **Trade Night** Door

prizes, Free 1st Sun. 1-5 pm: **Buffy** (S), \$3 M & R Cards & Gaming, 5450 Cottage Hill Rd., (251) 661-4146

CALIFORNIA

Bakersfield

MR5450@aol.com

Wed. 5 pm: M:TG Trade night, draft, \$12 Fri. 5 pm: M:TG Game night, draft, \$12 Golden Glove Cards and Comics 3611 Stockdale Hwy. Swt: J, (661) 831-4760 Caringguy1983@cs.com

Mon. 3-6 pm: DC HeroClix const. 200 pt. Head-to-Head, prizes, Free w/booster purchase

Tues. 3-6 pm: Marvel HeroClix const. 200 pt. Head-to-Head, prizes, Free w/booster nurchase

Sat. 12 pm: MechWarrior (S) and campaign, Free w/booster purchase. 2 pm: M:TG (S) format varies, \$5-\$15 Check website for exact info on times, dates,

and prize support. Kings Comics, Cards 1, 420 Glenoaks Blvd., (818)

562-1834 kings@kingscomicsandcards.com

www.kingscomicsandcards.com

Fri. 1 pm: **Buffy** (S) const., \$5 Sat. 12-3 pm: **Yu-Gi-Oh!** Duelist King const. (S), \$10. 3-5:30 pm: **Yu-Gi-Oh!** const. Japanese allowed, prizes, \$5. 12-3 pm, 3-6 pm: **Pokémon** League const. (S), \$5

Sun. 12-5 pm: MechWarrior campaign (S), prizes, Free w/booster purchase. 1-4 pm: DBZ const. (S), prizes, \$5. 2-5 pm: WWE const. belt tournaments and league (S),

Check website for exact info on times, dates, and prize support.

Kings Comics, Cards 2, 1604 W. Olive Ave. (818) 954-0121

kings@kingscomicsandcards.com www.kingscomicsandcards.com

Sun. 12:30 pm: Yu-Gi-Oh! tournament (S), \$3.50 includes tournament pack Bat Comics, 127 Main St. (530) 898-0550 bat@shocking.com

Mon. 6:30 pm: GW 40K, Fantasy, LotR, Bloodbowl miniatures league;

MechWarrior Tournament or campaign

Wed. 6 pm: NFL Showdown tournament \$2; 6 pm: **MLB** "Showdown Sat" \$2; 6 pm: **Yu-Gi-Oh!** Tournament (S), \$10 (includes food); 6:30 pm: **Pokémon** Tournament & league (S), \$2; 6:30: **DBZ** Tournament & league (S), \$2 each; 6:30: **MTG** Various types, \$2; 6:30: Mage Knight campaign or Tournament

play (S), Free Go-Getter's Pizza, 1489 Beach Park Blvd., organized by Gator Games (650) 571-7529 GatorGames@aol.com www.gatorgames.com

Mar. 2, 1 pm: Mage Knight 300 point headto-head Swiss (S), Free

Mar. 9, 1 pm: HeroClix Marvel 300 point head-to-head Swiss (S), Free Mar. 16, 1 pm: **HeroClix** DC 700 point head-

to-head Swiss (S), Free Mar. 23, 1 pm: **MechWarrior** National quali-

fier marquee head-to-head (S), boosters The Game Room, 1741 Grand Ave. (805) 473-2483

Sat. 10 am-5 pm: M:TG Type 2 (S), \$5/constructed, \$6/booster draft, \$10/sealed. Registration begins at 9 am.

Frank & Son Collectible Show, 19649 San Jose Ave., (909) 444-7955.

frankandsonshow@aol.com www.frankandsonshow.com

Grover Beach

Laguna Hills Fri. & Sat. 7 pm: M:TG Type 2 (S) and booster draft, \$5-\$8 Sat., 3 pm: Yu-Gi-Oh! & DBZ constructed

tournaments, \$5 Tom's Specialty and Sportscards, 25272 McIntyre Rd. Suite D, (949) 829-9809 Kevintom1229@yahoo.com



Los Osos

Mar. 1, 1 pm: HeroClix Marvel 300 point head-to-head Swiss (S), Free Mar. 8, 1 pm: **HeroClix** DC 600 point headto-head Swiss (S), Free Mar. 15, 1 pm: Mage Knight 300 point

head-to-head Swiss (S), Free Mar. 22, 1 pm: **MechWarrior** National qualifier marquee head-to-head (S), boosters Vanlith Games Exchange, 2055 9th St. #A (805) 528-1615

Newark

Mon. 6 pm: MechWarrior campaign (S), Free

Thur. 6:30 pm; M:TG Type I (S), Free Fri. 6:30 pm: M:TG FNM booster draft (S), \$10

\$10 \$4.1 pm: **Yu-Gi-Oh!** Duelist King (S), \$5.4 pm: **M:TG** Extended (S), \$3 Sun. 2 pm: **M:TG** Type 2 (S), \$3 \$6.00 Collectables, 5454-C Central Ave., (510) 796-

Juzamjuice@aol.com

San Mateo

Tues. 4 pm: Pokémon tournament and league (S), \$2 or \$3 Thurs. 4 pm: **HeroClix** tournament (S), \$2 Fri. 4 pm: M:TG Type II (S) "FNM-Fat Pack",

Gator Games, 4212 Olympic Ave.
GatorGames@aol.com www.gatorgames.com

COLORADO

Weekly e-mail listing of Star Trek, Young Jedi, Jedi Knights, and LotR tournaments statewide. To be added, e-mail: Spock6@ix.netcom.com

Englewood

Wed., 5-10 pm: LotR Race to Mount Doom League (S), Free 1st & 3rd Sat., 2 pm: LotR format varies (S),

2nd & 4th Sat., 1 pm: Star Trek Second edition CCG (S), \$4 2nd & 4th Sun., 1 pm: HeroClix 300 point constructed (S), \$5 (refunded with any purchase)

Clockwork Comics and Games, 2824 South Broadway, (303) 781-6166 Jefferson@comicsandgames.biz

www.comicsandgames.biz **Grand Junction**

Mar. 8, 12 pm: M:TG sealed (S), \$20 Mar. 19, 5:30 pm: **M:TG** Type 2 (S), \$8 Avatar Comics, 809 North Ave., (970) 245-1880 avatar@acsol.net www.avatarcomics.com

FLORIDA

Tampa Mon. 7 pm: MechWarrior Head-to-head (S), \$5; 40K constructed (S), \$5 Wed. 7 pm: M:TG Type 2 (S), \$5; HeroClix Head-to-head (S), \$5 Fri. 7 pm: M:TG Friday Night Magic/booster

draft (S), \$10
Sat. 1 pm: Yu-Gi-Oh! Duelist King (S), \$5; 7 pm: M:TG Type 2 (S), \$5; 7 pm: Mage Knight Dungeons: Heroic Team (S), \$5 Arena Games, 5293 Ehrlich Road (813) 908-8447 arenagames@hotmail.com www.arenagames.net

GEORGIA

Sun. 1 pm, 3 pm; Mon. 6:30 pm: Marvel HeroClix, DC HeroClix, MechWarrior, Mage Knight, Mage Knight Dungeons various types (S), \$13/booster draft (\$15 for MechWarrior) incl. 2 boosters, other types Free

Augusta Book Exchange, 1631 Gordon Highway, (706) 793-7796 bkexi@ifx.net dannybarton2000@yahoo.com

HAWAII

Honolulu

Mar. 1, 11 am: LotR Premiere series qualifier/constructed open format (S), \$10 / \$7 for BHGA members

Other Realms and Bounty Hunter Games, The Victoria Ward Warehouse, Ala Moana Blvd. (808) 348-7048

Bountyhunter@att.net www.bountyhuntergames.com

ILLINOIS

Collinsville

Tues. 5:30 pm: **Pokémon** league, Free; **Yu-Gi-Oh!** league, Free

Wed. 6 pm: LotR const. (S), \$3.50, league Free; Mage Knight league scenario, Free; MechWarrior league scenario, Free; Marvel HeroClix Head-to-Head league (S), Free; DC HeroClix Head-to-Head league (S), Free; M:TG league, Free Thur. 3 pm: WWE const. (S), \$3.50, league

Free; DBZ league, Free

Fri. 6 pm: L5R const. (S), \$3.50, league Free; **Doomtown** const. (S) \$3.50, league Free; **Warlord** const. (S) \$3.50, league

Sat. 12 pm: DBZ const. (S), \$3.50, league Free; M:TG const. (S) \$3.50, league Free; D&D RPGA Adventure League. 5 pm: Star Wars const. (S) \$3.50, league Free; Mage Knight Head-to-Head league (S), Free; Marvel HeroClix Head-to-Head league (S), Free; DC HeroClix Head-to-Head league (S), Free; **Mechuarior**Head league (S), Free; **Mechuarior**Head-to-Head league (S), Free; **Star Trek**const. (S), \$3.50, league Free; **Buffy**const. (S), \$3.50, league Free; **Harry Potter** const. (S), \$3.50, league Free
Sun. 1 pm: **Yu-Gi-Oh**1 const. (S), \$3, league

Free. 3 pm: Pokémon const. (S), \$5, league Free.

Dizzy Dugout Comics, Cards, & Games, 121 East Main St, (Highway 159 @ Main) (618) 345-6453 or (888) 434-9997

DizDugout@aol.com www.DizzyDugout.com

Wed. 5-8 pm: LotR Come learn to play Thur. 7 pm: M:TG Fri. 7 pm: M:TG, Mage Knight

Sat. 11 am: Pokémon. 12 pm: M:TG, Yu-Gi-Oh. 1 pm: Magi-Nation. 2 pm: HeroClix. 3 pm: MechWarrior. 6 pm: M:TG 2nd Sat. of month, 12 pm: Star Trek 3rd Sat. of month, 12 pm: Harry Potter,

LotR 1st, 3rd Sun., 12 pm: DBZ, Star Wars CCG (Decipher)

2nd Sun. of month, 12 pm: L5R Pastimes Cards, Comics, Games, 8478 Golf Rd., (847) 470-9636

www.pastimes.net '

Rockford

Sun. 3 pm: Pokémon Head-to-head, \$1; 3-6

pm: **DBZ** Head-to-head, \$1 Tues. 4-6 pm: **Yu-Gi-Oh!** Head-to-head, \$1 Wed. 4:30-6:30 pm: **M:TG** Head-to-head, \$1 Thurs. 4-6:30 pm: **Yu-Gi-Oh!** Head-to-head, \$1; 4-7 pm: **MechWarrior** Head-to-head,

Fri. 4:30-6:30 pm: DBZ Head-to-head, \$1 Sat. 9:30 am-Noon: Yu-Gi-Oh! Head-tohead, \$1; Noon-3:00 pm: Mage Knight Head-to-head, \$1; 3:30-6:30 pm: Marvel & DC HeroClix Head-to-head, \$1 Robins Nest, 6930 Charles St., (815) 395-0526

RbNest6@msn.com

KANSAS

Overland Park

Wed. all day: Pokémon league const., Free.
5 pm: Pokémon const. (S), Free
Fri. 6 pm: M:TG FNM Type 2 (S), Free
Sat. 2 pm: Yu-Gi-Oh! const. (S), \$3-\$6.5
pm: M:TG Type 1 (Classic) (S), \$6-\$10
Sun. 2 pm: M:TG Type 1 (Classic) (S), Free

Collector's Cache, 10150 West 119th St., (913) 338-CARD (2273) fax: (913) 338-1887 teamcache@collectorscache.com www.collectorscache.com

Wichita

Wed. 5 pm: M:TG Arena league, \$1; LotR league, \$1 Fri. 6 pm: M:TG booster draft (S), \$20 Sat. 1 pm: M:TG Standard const. (S), \$3. 6

pm: sealed (S), \$20 1st, 3rd Sat., 4 pm: DBZ sealed, \$20 2nd, 4th Sat., 4 pm: DBZ const., \$3 Blue Horse Trading Company, 140 North Mead Street STE #200, (316) 262-0206 bhtco@swbell.net www.bhtco.com

Fri. 6 pm: M:TG Friday Night Magic, call for format (S)

Sat. 1:30 pm: M:TG Type II Const. (S), \$3; Yu-Gi-Oh! English only const. Call for details, \$3; D&D Call for details Prairie Dog Comics, 7130 W. Maple, Suite 150 (316) 942-3456 pd@pdcomics.com www.pdcomics.com

KENTUCKY

Lexington
Mar. 22, 12 pm: LotR Premier Series
Qualifier (S), \$10 A+ Comics and Collectibles, 123 Southland Dr.

(859) 276-1118 mattclemans@insightbb.com

Louisville

Sat. 12 pm: Mage Knight format varies (S),

Book and Music Exchange, 5522 Newcut Rd., (502) 364-8944 ShawnPinkston@msn.com

www.BookandMusicexchange.com

www.BookandMusicexchange.com

Tues. 10 am: MechWarrior format varies (S), \$3 Book and Music Exchange, 5400 C Preston Highway, (502) 364-8944 ShawnPinkston@msn.com

MASSACHUSETTS

Lenox

Fri. 6 pm: M:TG FNM booster draft (S), \$9 Sat. 6 pm: **M:TG** Type 2 (S), \$5 Sun. 12 pm: **Yu-Gi-Oh!** (S), \$7 Lenox Sports Cards, Games, 55 Pittsfield Road, (413) 637-3243 wamcards@berkshire.net

Lexington

Every day, call/all day: All Games open play,

Free Mon. Call: Mage Knight, HeroClix, MechWarrior Head-to-Head tournaments, demos (S), verify times and dates at wizkidsgames.com Thur. 7 pm: M:TG Adult league

Sat. 10 am: Pokémon league Hit & Run Sports and Games, 32 Waltham St., (781) 863-2255 hrsportsandgames@yahoo.com

MICHIGAN

Battle Creek
Sat. Noon: Yu-Gi-Oh! Standard format, \$5; 3
pm: M:TG Type I, \$5; 5 pm: HeroClix
sealed booster (S), \$16 Sun. 2 pm: M:TG booster draft, \$10 Mon. 5 pm: MechWarrior Head-to-head (S),

Fri. 5 pm: Mage Knight booster (S), \$16 Titan Games, 637 Capital Ave. SW (269) 963-3773 Titangamesinc@aol.com www.titangames.com

Wvandotte

Mon. 6 pm: M:TG Type 2 standard, \$5. 7 pm: HeroClix Head-to-Head (S) \$5 Tue. 6 pm: Yu-Gi-Oh! Sanction pending, \$5.

7 pm: **MechWarrior** (S), \$8 Wed. 6:30 pm: **Mage Knight** Head-to-Head (S), \$5

Thur. 6 pm: Yu-Gi-Oh! single elimination (S), \$5 Fri. 7 pm: **Mage Knight** Head-to-Head (S),

\$5 Mel's Sports Collectables, 3153 Fort St, (734)

mmelsport@aol.com www.melssports.com

MINNESOTA

Brooklyn Park

Tues., Thur., 6:30 pm: MechWarrior const. Swiss (S), \$5

Thur. 6:30 pm: Star Wars TCG const. Swiss (S), \$5 Fri. 7 pm: **Mage Knight** const. campaign

Swiss (S), \$7 Sun. 12:30 pm: **Pokémon** const. Swiss (S), \$7. 1 pm: **DBZ** const. Swiss (S), \$7. 3:30 pm: **Yu-Gi-Oh!** const. single elimination

(S), \$7 Outpost 2000, Beyond, 2977 Brookdale Dr. (763) 585-1049

jeff@outpost2000.com www.outpost2000.com

St. Cloud

Mon. 6 pm: D&D Open play 2nd edition, Free

Free
Tues. 6 pm: **D&D** Open play 3rd edition, Free
Wed. 6 pm: **Raw Deal** Open play, Free
Thurs. 6 pm: **LotR** League, \$5
Fri. 6 pm: **M:TG** Friday Night Magic booster
draft (S), \$12
Sun. 1 pm: **Yu-Gi-Oh!** const. (S), \$5

Utopia Games, 1354 15th Ave. SE, (320) 202-1048 jendro@hotmail.com

MISSOURI

Cape Girardeau

Mon.-Fri. 3-6 pm: Open gaming, Free Sat. 12 pm: M:TG, \$5 Broadway Sportscards, Collectibles, Gaming 1856 Broadway, (573) 334-7566 broadway@clas.net

Malden

Fri. 7 pm: M:TG Type/format varies weekly, call store for info, \$5
Sat. 3 pm: Yu-Gi-Oh! Standard, \$2
Sat. 6 pm: Mage Knight Type/format varies weekly, call store for info, Free

Cards & Comics Plus, 100 S. Madison St. (573) 276-3232

sales@cardsandcomicsplus.com www.cardsandcomicsplus.com

Fri. 8 pm: M:TG customers pick (S) Sat. HeroClix (S), call for time. 2 pm: Yu-Gi-Ohl customers pick; Warhammer 40K CCG (S). 8:30 pm: Star Wars TCG (S) Sun. 6 pm: MechWarrior campaign (S) Gamer's Pair-A-Dice, 115 South Ohio Avenue, (660) 829-4191 g-p-a-d@sbcglobal.net

Sun. 4 pm: Star Wars constructed, Free Fri. 8:30 pm: M:TG, constructed, sealed, Call; 40K Miniatures; 40K CCG Once a month (Call); Wiz Kids Games Call Gamer's Pair-A-Dice, 220 S. Ohio, (660) 827-GAME

g-p-a-d@sbcglobal.net St. Charles

Sat. 10 am: Yu-Gi-Oh! constructed (S), \$5 The Collector Store LLC, 2404 S. Hwy. 94 @ Hemsath Rd. (636) 477-7800 sales@collectorstore.com

St. Louis

www.collectorstore.com

Fri. 6:30 pm: M:TG booster draft, \$15 Sat. 12:30 pm: Yu-Gi-Oh!, \$5 All American Collectibles, 6510 Chippewa (314) 352-7700 misjif@swbell.net www.aac-mo.com

NEW HAMPSHIRE

Somersworth

Tues. 5 pm: **HeroClix** (S), Free Wed. 5:30 pm: **Mage Knight**, (S), Free; **M:TG** Call for format, \$3 Thur. 5:30 pm: Warlord, (S), \$3; M:TG Call

for format, \$3

Fri. 5:30 pm: Yu-Gi-Oh! Head-to-Head, Free; HeroClix (S), Free Sat. 12 pm: Mage Knight, (S), Free Sun. 10 am: MechWarrior (S), Free Toys from the Attic, 93 Main St., (603) 692-4562

Dntb2001@aol.com www.toysnh.com

Mon. 5 pm: M:TG open, Free Alt. Tues., 5 pm: Dungeons & Dragons cam-

paign, Free 2nd Tues., 6 pm: WWE Wrestling CCG -

prize support, Free
Wed. 5 pm: Mutants & Masterminds SuperHero RPG campaign, Free
Alt. Wed. 5 pm: HeroClix 300 point team,

Thurs. 5 pm: M:TG, Free; Spycraft Secret Agent RPG, Free. 5:30 pm: MechWarrior



campaign, prize support, Free Fri. 5 pm: Mage Knight scenario, prize sup-

port, Free
Sat. 10 am: Yu-Gi-Oh!, prize support, Free
Every other Sat. 5 pm: Dungeons &
Dragons bi-weekly campaign, Free
Sun. 10 am: Yu-Gi-Oh! Official National

tournament, prize support, \$5 Sun. 2 pm: **MechWarrior**, prize support,

Free; HeroClix weekly game with a twist, \$5; **DBZ**, prize support, Free
Mar. 4, 18, Apr. 1, 15, 29, 5:30 pm: **HeroClix**300 point team, prize support, Free
Mar. 4, Apr. 1, 29, 5 pm: **Mage Knight**

Dungeons Pyramids game, prize support, Free

Mar. 18, Apr. 15, 5 pm: Mage Knight Conquest 500-1000 point game, prize support, Free The Paperback Bazaar, 120 Tri-City Plaza, (603)

pbbz@biqfoot.com www.pbbz.com

NEW JERSEY

Freehold

Wed., Fri., Sat. 6 pm: M:TG booster draft,

Sat. 10 am: Yu-Gi-Oh! Duelist King, \$5 Adventure Planet, 3585 Highway 9 North, (732) 780-7316

Googoo2@comcast.net

NEW YORK

Bronx

Sun. call for time: WWE (S), \$5 Fri. 5 pm: **M:TG** FNM (S), Free Sat. 1 pm: **Yu-Gi-Oh!** Duelist King (S), \$5 Gamer's Domain, 1856 Archer Street, (718) 829-

Archer1856@aol.com www.gamers-domain.com

Jamestown

Thurs. 4:30 pm: Mage Knight campaign (S), Free

Chautauqua Comics, 214 Fairmont Ave. (716) 664-2287

www.chautcomics.com

Plainview

Tues. 3:30 pm: Trading day, 1 pack Wed. 6 pm: **HeroClix** (S), Free Fri. 5:30: **M:TG** FNM Type 1.5, Call Sat. 10 am: Mage Knight (S), Free. 1:30 pm: Yu-Gi-Oh! (S), \$5. 6 pm: MechWarrior

(S), Free Sun. 1:30 pm: **Yu-Gi-Oh**, 1 pack. 4 pm: **HeroClix** (S), Free Captain Comic East, 139 Central Park Rd, (516)

576-3770 captaincomic@juno.com

Tonawanda

Wed. & Fri. in Feb. 5 pm: MechWarrior

campaign (S), Free Sat. 4 pm: Mage Knight campaign (S), \$4 (Includes free booster) 1 Sat./month, 12:30 pm: M:TG, DBZ Head-

to-Head, \$5 Complete Sports Memorabilia, 73 Main St., (716)

693-0509

csportsmem@aol.com

NORTH CAROLINA

Mon. 7:30 pm: HeroClix (S) Thur. 8 pm: M:TG booster draft Swiss (S) Fri. 7 pm: M:TG Type 2 Swiss (S) Sat. 7 pm: MLB const. Swiss 1st, 3rd Sat. 2 pm: M:TG Type 2 Swiss (S) 2nd, 4th Sat 2 pm: M:TG Extended Swiss

(S) Sun, 2 pm: **Yu-Gi-Oh!** (S) Underground Games, 8316 Pineville-Matthews Rd #903, (888) 543-8805

jvogt@carolina.rr.com www.undergroundgamesofcharlotte.com

Cornelius

Fri. 6 pm: MK Dungeons Head-to-head (S), Free. 6:30 pm: HeroClix Head-to-head

Sat. 10:30 am: MechWarrior campaign (S) Free. 2 pm: Yu-Gi-Oh! Head-to-head (S) \$5 Skirmishes, 20700 N. Main St., Suite 112 (704) 895-1208

kirk@skirmishes.net www.skirmishes.net

Henderson

Tues. 6 pm: HeroClix Head-to-Head, \$3 Thur. 6 pm: HeroClix sealed booster, \$12 EZPC's 941 W. Andrews Ave., (252) 492-3659 Sisko2397@yahoo.com

Wilmington

Nun. 1 pm: DBZ play day, Free. Sun. 2 pm:

MechWarrior campaign constructed (S),

\$5. 3:30 pm: M:TG booster draft, \$10

Tues. 5 pm: MechWarrior Tournament con-

structed (S), \$5 Thur. 5 pm: **Mage Knight** campaign con-structed (S), \$5. 6:30 pm: **M:TG** varies, varies

Fri. 5 pm: M:TG Open play, Free Fanboy Comics & Cards, 3901-A Wrightsville Ave. (910) 452-7828 fanboy@wilmington.net

OHIO

Lakewood

Tue. 5 pm: M:TG Extended (S), Free
Wed. 4:30 pm: Yu-Gi-Ohl constructed \$3
Fri. 5 pm: M:TG FNM (S), \$11
Sat. 1 pm: Yu-Gi-Ohl Master duelist (S) \$5.
2:30 pm: M:TG Extended 15 and under

(S), Free Sun. 1 pm: **M:TG** Type 2 (S), Free Alter Reality, 15609 Detroit Road, (216) 226-5890 ohiostatebucki@aol.com

www.alterreality.mirrorz.com

Portsmouth

Fri. 6 pm: M:TG format varies, \$6, \$12 for

Sat. Noon: Yu-Gi-Oh! constructed, \$1 Sun. 1 pm: Pokémon Battlezone, unlimited,

Castle Comics, 901 Gallia (740) 353-4777 Big_pappa_poke@yahoo.com

Mar. 22, All Day: M:TG draft, \$12, pack prizes. 12 pm: **Pokémon** sealed challenge, \$15, prizes

Mar. 23, 1 pm: Pokémon, \$15, cash prizes Plumbers and Pipefitters Hall (Run by Castle Comics), 1236 Gallia (740) 355-0873

Big_pappa_poke@yahoo.com

Rocky River Mon. 6:30 pm: MLB 2002 league (S), \$1; LotR Fellowship draft (S), \$16 Tues. 6:30 pm: M:TG Type 2 const. (S), \$5 Thur. 6:30 pm: M:TG Extended const. (S), \$3; Star Wars TCG Jedi Knights (S), \$5 Fri. 7 pm: M:TG FNM booster draft (S), \$11

Sat. 12 pm: Yu-Gi-Oh! Duelist league (S) \$5. 2 pm: **M:TG** Type 2 const. (S), \$3. 4 pm: **MLB 2002** (S), \$3; Sun. 1 pm: **Yu-Gi-Oh!** Holiday Event, prizes,

\$5; LotR const. deck or draft (S), \$5/\$16 Compendium Collectibles, 19644 Center Ridge Road, (440) 895-1224

compendiumohio@msn.com www.compendiumohio.com

OKLAHOMA

Oklahoma City

Thur. 6 pm: **MechWarrior** campaign, \$2 Thur., Sat. 12 pm, 6 pm: **HeroClix** Head-to-

Head (S), \$2 Fri. 6 pm: **Mage Knight Dungeons** Heroic teams (S), \$2 Sat. 4 pm: **Mage Knight** campaign, \$2

New World Comics and Games, 6219 N. Meridian (405) 721-9178

lm2huge@aol.com

OREGON

Sat. Noon: Mage Knight Dungeons head-tohead (S), \$5

Sun. Noon: MechWarrior head-to-head (S),

Third Millennium Comic, Mountain View Mall, 63455 N. Highway 97 (541) 385-7476 jon@3kmcomic.com www.3kmcomics.com

PENNSYLVANIA

Collegeville Fri. 6:30 pm: MechWarrior league (S), Free.

Fri. 6:30 pm; **Mechwarrior** league (S), Free. 7 pm; **M:TG** FNM (S), \$2 Sat. 1-3 pm; **DBZ** league (S), \$5/month. 4-6 pm; **Yu-Gi-Oh!** league (S), \$5 Sun. 1-4 pm; **Mage Knight** league (S), Free

Collegeville Cards, Games, 486 E. Main Street, (610) 454-7297

PokémonPa@aol.com Whitebear@barnhartstudios.com

Ave. (215) 288-6699

Philadelphia Thurs. 5 pm: M:TG Free play Sat. 1 pm: M:TG tournament, Call for details The Garden of Earthly Delights, 6409 Castor

Mar. 1, 11 am: HeroClix Head-to-head (S), Free

Temple University ("Owl Cove" in Mitten Hall) 1801 N. Broad St. (215) 432-0141 azs@snip.net jfithian@tample.edu

Punxsutawner

Sun. 12 pm: DBZ League Krillin season (S),

The Alternative Factor, 200 W. Mahoning St. (814)

thefactor@pennswoods.net www.alternative-factor.com

SOUTH CAROLINA

Anderson

Sun. 1:30 pm: LotR One-on-one (S), \$10; Pokémon Battlezone league, Free Tues. 10 am: MechWarrior Battle for New

Rhodes III, Free; 5 pm: MechWarrior

Head-to-head (S), Free Wed. 10 am: **Mage Knight** Dungeons Head-to-head, Free; 4 pm: **Yu-Gi-Oh!** sealed (S), \$15

Fri. 6 pm: M:TG Friday Night Magic (S), \$10 Sat. 10 am: Marvel HeroClix One-on-one (S), Free; 1 pm: DBZ Swiss (S), Free; :30 pm: Yu-Gi-Oh! One-on-one Swiss, \$5; 2 pm: DC HeroClix One-on-one (S), Free; 6 pm: M:TG Various formats (S), \$10

Planet Comics, 2704 North Main Street (864) 261-3578

events@planetcomics.net www.planetcomics.net/calendar.html

TEXAS

Fri. 7 pm: M:TG booster draft (S), \$10 Sat. 10:30 am: NFL Showdown Swiss con-structed (S), \$5; 2 pm: MLB Showdown Swiss constructed (S), \$5; 7 pm: Pokémon Swiss constructed (S), \$5

Sun. 2 pm: Yu-Gi-Oh! Swiss constructed (S), \$10; 5 pm: Yu-Gi-Oh! Swiss constructed, \$10

L King Collectables, 3001 Fondren, Suite E (713)

Lking@flash.net www.lking.net

Victoria

Thur. 7 pm: Open RPG gaming, Free Fri. 7 pm: **M:TG** FNM (S), \$5 Sat. 1 pm: **HeroClix** Head-to-Head (S), Free. 2 pm: M:TG Type I Round Robin, \$1. 4 pm: Star Wars TCG Jedi Nights (S),

\$Free Brodie's Comics, Cards, 5803 John Stockbauer Suite F, (361) 578-9918 www.brodiescomics.com

iwingroove@yahoo.com

UTAH

Wed. 6 pm: Magi-Nation Thurs. 6 pm: LotR Fri. 6:30 pm: M:TG (S) Sat. 10 am: Yu-Gi-Oh!; 1:30 pm: M:TG (S); 2 pm: MechWarrior Pastimes, 278 North State Street (801) 225-3887

Sandy Mon. 6 pm: Star Wars Tues. 6 pm: M:TG, LotR Wed. 4:30 pm: Yu-Gi-Oh!. 6 pm: DBZ

league Thur. 6 pm: Magi-Nation league Fri. 6 pm: M:TG, MechWarrior

Fri. 6 pm: M:1G, Mechwarrior Sat. 11:30 am: Magi-Nation. 12 pm: Warhammer 40K/Fantasy. 2 pm: Yu-Gi-Ohl. 6 pm: M:TG (S). 8 pm: Magi-Nation league. 12 am: Late-night gaming Sun. 2 pm: DBZ league; Warhammer 40K Fantasy. 4 pm: MechWarrior

Century Magic, 2063 East 9400 South, (801) 453-9005

C2manga@aol.com

VIRGINIA

Portsmouth Mon. 5:30-7:30 pm: Pokémon league, \$5 Thur. 6-7 pm: LotR league, Free Fri. 6 pm: MTG FNM Type 2 Swiss (S), Free Sat. 7 pm: MTG booster draft Swiss (S), \$12

Sun. 5 pm: Star Wars TCG Jedi Nights Swiss (S), Free

Atlantis Comics, 6231 Portsmouth Blvd. (757) 465-1617 Atlantiscomics11@aol.com

www.atlantis-comics.com

WASHINGTON

Lacey
Mon. 6-9 pm: Yu-Gi-Oh! constructed, \$5
Wed. 6-9 pm: Yu-Gi-Oh! open play, Free
Mar. 4, 6-9 pm: Mage Knight campaign and

Conquest (S), Free Mar. 7, 21, 5-9 pm: **M:TG** constructed (S),

Mar. 9, 12 pm: Mage Knight Conquest (S), Mar. 11, 18, 25, 6-9 pm: Mage Knight cam-

paign (S), Free Mar. 11, 25, 6-9 pm: Mage Knight

Dungeons (S), Free Mar. 14, 5-9 pm: **M:TG** sealed Deck (S), \$20 for packs + \$2 entry

Mar. 18, 6-0 pm: Mage Knight Head-to-head (S), Free Mar. 22, Noon: **MechWarrior** Marquee (S),

Free Mar. 28, 5-9 pm: M:TG booster draft (S), \$10 for packs + \$2 entry Olympic Cards and Comics, 4128 Pacific Ave.,

(360) 459-7721 Olympic789@aol.com

Fri. 7 pm: M:TG FNM Type 2 const. (S), \$5

Mar. 1, 29, 6 pm: M:TG Onslaught Block booster draft (S), \$12 Mar. 8, 6 pm: M:TG Type 1 const. (S), \$10 Mar. 22, 6 pm: Yu-Gi-Oh const., \$5 Northwest Sportscards, 6812 27th St. West, (253)

shadowdancer1138@hotmail.com www.nwsportscards.net

Fri. 7 pm: M:TG FNM Type 2 const. (S), \$5 Mar. 1, 12 pm: M:TG Extended const. (S),

Mar. 8, 15, 3 pm: Star Wars TCG Jedi Knights const. (S), \$5 Mar. 15, 3 pm: M:TG Onslaught Block booster draft (S), \$12 Mar 21, 6 pm: M:TG From Dusk 'til Dawn

Extended const. (S), \$15 Mar 22, 11 am: M:TG JSS Qualifier Type 2

const. (S), \$15 Apr. 5, 2 pm: Star Wars TCG Battle for Yavin

Limited (S), \$20 Rare Sportscards, 6437 So. Tacoma Way, (253) 472-8515

shadowdancer1138@hotmail.com **AUSTRALIA**

WINDSOR

www.alternateworlds.com.au

Victoria

Tues. 6:30 pm: Mage Knight, MechWarrior, Magi Nation leagues

Alt. Sun., 12 pm: DBZ league Alternate Worlds, 76 Chapel Street, Windsor, 03 -9529 2255 aworld@labyrinth.net.au





CANADA

ALBERTA

St. Albert

Wed. 6 pm: M:TG Arena League, new to novice players

Fri. (exc. Apr. 18) 6 pm: M:TG Arena League. 6:30-9pm: LotR League, \$1;

Games workshop.

Sat. (exc. Mar. 22) 12-3 pm: Mage Knight skirmishes and/or campaign. 3-6 pm: MechWarrior. 3:30-5:30: Yu-Gi-Oh!

Duelist, \$7.99 + g.s.t. 1st Sat., 2-4 pm: **Harry Potter** league 2nd Sat. 2-3:30 pm: **Warlords** flash tournament

Sun. (exc. Apr. 20) 2-4pm: Yu-Gi-Oh! trade and play, membership required; DBZ league and/or tournament

Mar. 22, 12 pm: MechWarrior Marquee event. 6:30 pm: GAMA gala! See new and upcoming game releases Visit www.boardgames.ca for up-to-date

info and each week's event structure. Mission Fun & Games, 8636 McKenney Ave. (780)

missionfun@telusplanet.net www.boardgames.ca

ONTARIO

Mississauga

Mon. 6pm: M:TG Arena League (S), \$5

Tues. 6:30 pm: MechWarrior (S), \$3 Wed. 6:30 pm: Mage Knight Head-to-head (S), \$3

Thurs. 6 pm: Yu-Gi-Oh! Team, \$2 Fri. 6 pm: M:TG Fridy Night Magic Type 1 Swiss (S), \$2

Sun. 1:30 pm: **Yu-Gi-Oh!** (Duelist King) Single elimation (S), \$5 Tripleplay, Unit 6, 63 Queen Street South (905)

danli@tripleplay1.com

Smith Falls

814-8866

Fri. 7 pm: M:TG FNM (S), \$2 Eagle Comics, 22 1/2 Beckwith Street South, (613)

ramondr@sympatico.ca

GERMANY

Hannover

Apr. 5, May 10, Jun. 14, Jul. 12, Aug. 9, 11 am: Star Wars Swiss constructed (S), 5,-Euro

Nov. 22, 10 am: Star Wars Swiss constructed (S) 7,-Euro

hadewe GmbH, Grambart Str. 10, +49 511 336399-17

cmenzel@hadewe.de

ITALY

Brescia

2nd Fri., 3 pm: M:TG Type 2 constructed (S), Free

4th Fri., 3 pm: M:TG Block constructed (S), Free

La Grotta Di Merlino, via San Faustino 54, 0039-030-40069

casacco@numerica.it

JAPAN

Okinawa

Sat. 2 pm: M:TG, \$3 or 1 booster Schilling Recreation Center, Building 455, Kadena AB, w634-2025, h938-9973 vaughanc@aafes.com

KOREA

Seoul

Sat. 9 am-3 pm: M:TG Yongsan Town House Bassr_60@hotmail.com

MEXICO

Mexico City

Mar. 1, 29 pm: LotR constructed Swiss Open (S), 1 Two Towers booster La Piramide, Av. De las Aguilas #897 Local A Col. Ampliación Aguilas, (5255) 56353802 thor@nimloth.org www.nimloth.org

Naucalpan

Mar. 8, 22, 12 pm: LotR constructed, Swiss, Two Towers Block, (S), 20 pesos+1 Two Towers booster

Quimera Distribution, Plaza Jardines Local E-1 Av.

Lopez Mateos y Alcanfores (5255) 53633115 Torneos@nimloth.org www.nimloth.org

UNITED KINGDOM

Cambridge

Tues. 5-11 pm: All Games open casual

gaming, Free 1st Tues., 6:30 pm: **LotR** various formats (S), £3

2nd Tues., 6:30 pm: Game of Thrones constructed (S), Free. 7:15 pm: M:TG usu. limited (S)

3rd, 4th Tues. 6:30 pm: Vampire various formats (S), £3

The Graduate, Chesterton Road ajb@:sanger.ac.uk www.geocities.com/setitesuk

Coventry

Wed., Fri. 6-10 pm: LotR league; M:TG arena

1st Fri.: M:TG booster draft

Weekends, Regular tournaments, see website for details

Bishop Games, 32 City Arcade (024) 7663 4999 jeff@bishopgames.co.uk www.bishopgames.co.uk

Southampton
Wed. 7 pm: L5R league (S), Game of
Thrones (S), £1
Fri. 7 pm: M:TG FNM (S), £2.50
Hidden Fortress, 51 East Street, +44 2380 710 550

Enquiries@hidden-fortress.com

www.hidden-fortress.com



Tournament winners share their victories



Tom Kelley (32) - Feb. 9 B & C Collectibles, Greeneville, TN Multi-Player Patrol (S) – 6 participants 2nd: Stephen Garay-Leon (16) 3rd: Jon Powell (15) 4th: Chad Sweat (22)

Evil Faith's Folly:

Evil Faith's Folly:
Slayerlest '98
Through the Demon Portal
Abduction
From the Ashes of Five Dead
Primal Urges
Reviving the Master
Welcome to the Harvest
Faith's Molos
Garden Shed
Hell
Sporting Goods Store
Cemetary
Hyena Exhibit
Pool of Blood
Warehouse
"Bad Girls" Part 2
Angelus
Attack of the Stund Doubles
Black Lagoon Aromatherapy
Dalton
Ethan Rayne
Grounded
Mummy's Seal
"Bad Girls" Part 1
Bad Girls" Part 1

Grounded
Mummy's Seal
"Bad Girls" Part 1
Anyanka
Balthazar's Amulet
Been There, Killed That
Candy Bars
Compound Bow
Drive Like Crazyl
Eliminati Swords

Drive Like Crazyi
Eliminati Swords
Eliminati Vamps
Falth (246)
Faith (228)
Faith (129)
Faith (130)
Faith (130)
Faith Sknife
Full-On Monster Fighting
Heilhound
I Quit
Invulnerability

Invulnerability Kakistos

Kakistos
Ken
Kleking Demon Ass
Knowledge is Power
Living Flame
Mr. Trick (231)
Mr. Trick (78)
Neat Freak
Fete
Slayer Kryptonite
Slayer S Lust
Testosterone
T Tucker Wells
Unknown Outcome
Animal Intensity
Clumsy Fingers

Collin, the Anointed One Darla Fast Pace Fire Axe Offer of Ugly Death Oh, The "Other" Cemetary Primal Connection Supernatural Boost The Three Thrown to the Hyenas Watcher Training



Andre Nix - Nov. 28, 2002

The Outpost, Taylors, SC Booster Draft (S) – 12 participants 2nd: Aril Demari 3rd: Joe Howard 4th: Robert Saville (20)

Dert Saulle (20)
Orange 18 Beatdown:
Orange Stare Down
Krillin's Heat Seeking Blast
Orange Rester Shot
Orange Rester Shot
Orange Past Catch
Orange Uppercut
Trunks Swiltly Moving
Yamcha's Skillful Defense
Orange Frousing Drill
Android Attack Drill
Trunks Energy Sphere
He's Safe

3x 3x 3x 3x 3x 3x 3x 3x 4x 3x 1x 1x 1x 1x

He's Safe Brothers in Training Android 18s Stare Down Tien's Block

Tien's Block
Orange Searching Maneuver
Orange Focused Attack
Vegeta's Physical Stance
Cell's Defence
Battle Pausing
Android 17 Smirks
Good Advice

Android 17 Smirks
Good Advice
Straining Jump Kick Move
Cells Threatening Position
Cohan's Kick
Time is a Warrior's Tool
Nappa's Energy Aura
Winter Countryside
Foreboding Evidence
Jeice Levelore
Orange Spontaneous Drill
Orange Destruction Drill
Golu's Energy Absorption
Nappa's Phys. Resistance
Super Sulyan Effect
Land in Rain
Vegeta's Quickness Drill
Android 19 Level One
Orange Friendship
Freza is Ready
Fratherly Advice
Orange Haulting Drill
Orange SEC Drill
Guido Level One
Hero's Lucky Break
Orange Join Restraint Drill
Orange Aura Drill





Arturo Robles Maloof (22) - Jan. 11 Quimera Distribution, Naucalpan, Estado de Mexico

Sealed, Booster Draft, Swiss (S) – 18 participants

2nd: Luis Melgoza (22) 3rd: Priscila Rodriguez (24) 4th: Anibal Vilchis (21)



Ignacio Gómez (24) - Jan. 18 La Piramide, DF, MEXICO Constructed, Swiss (S) – 17 participants 2nd: Guillermo Martínez (16) 3rd: Rodrigo Villalobos (13) 4th: Héctor Alfaro



Luis Melgoza (22) - Jan. 25 Quimera Distribution, Naucalpan, Estado de Mexico

2nd: Arturo Robles Maloof (22) 3rd: Ignacio Gomez (24) 4th: Anibal Vilchis



Parker H. (15) The Tangled Web, Spartanburg, SC Head-to-head, Campaign (S) – 7 particl-

2nd: Simeon Loving (19) 3rd: Daniel Shepard (15) 4th: Peter Johnson

Johnny (10) – Jan. 17 The Tangled Web, Spartanburg, SC Conquest (S) – 8 participants 2nd: Daniel (16) 3rd: Parker H. (15) 4th:



Jon Yorke (20) – Nov. 1, 2002 Fantasy Game World, Chico, CA Booster Draft Swiss (S) - 20 partici-2nd: Cameron King (18) 3rd: Benny Louie



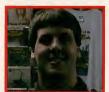
Jon Persinger (23) - Nov. 8, 2002 Fantasy Game World, Chico, CA Type 2 Swiss (S) – 29 participants 2nd: Jim Rudisill (16) 3rd: Josh Vest (25) 4th: Jon Yorke (20)

Josh Vest (25) – Nov. 22, 2002 Fantasy Game World, Chico, CA Booster Draft Swiss (S) – 27 partici-2nd: Jordan Layman (15) 3rd: Mike

Cameron King (18) - Nov. 23, 2002 Fantasy Game World, Chico, CA Booster Draft Swiss (S) - 22 particl-2nd: Ian Henderson (19) 3rd: Andy

Fleischer (19) 4th: Josh Vest (24) Jonathan Mathews - Nov. 28, 2002

The Outpost, Taylors, SC Type 1 - 8 participants 2nd: Thomas Swafford 3rd: Grant Sculley 4th: Kyle Blassengale (14)



lan Henderson (19) - Nov. 29, 2002 Fantasy Game World, Chico, CA Type 2 Swiss (S) – 25 participants 2nd: Cameron King (18) 3rd: Bob Pollock (27) 4th: Ian Rocchi (19)

Chris Nelson (20) – Dec. 6, 2002
Fantasy Game World, Chico, CA
Type 2 Swiss (S) – 23 participants
2nd: Josh Vest (25) 3rd: Jon Persinger (25) 4th: Chris King (13)



Benny Louie (34) - Dec. 20, 2002 Fantasy Game World, Chico, CA Type 2 Swiss (S) – 22 participants 2nd: Bob Pollock (27) 3rd: Josh Vest (25) 4th: Jon Yorke (20)

Richard Oleksak (15) - Dec. 29, 2002 His Junk / Her Treasures, Coos Bay, OR Junior Super Series (S) — 19 participants 2nd: Ethan Schade (12) 3rd: Tim Eckley (15) 4th: Kyle McKay (12)



Jon Yorke (20) - Jan. 4 Fantasy Game World, Chico, CA Type 2 Swiss – 25 participants 2nd: Jordan Layman (15) 3rd: Cameron King (18) 4th: Ian Henderson (19)

Benny Louie (34) – Jan. 10 Fantasy Game World, Chico, CA Sealed Deck Swiss (S) – 19 participants 2nd: Jon Yorke (20) 3rd: Mike Avalos (21) 4th: Danny Jarman (12)

lan Henderson (19) - Jan. 17 Fantasy Game World, Chico, CA Type 2 Swiss (S) – 17 participants 2nd: Titus Roff (24) 3rd: Ian Rocchi (19) 4th: Thomas Gimbel (19)

Benny Louie (34) - Jan. 24
Fantasy Game World, Chico, CA Booster Draft Swiss (S) - 24 partici-

2nd: Kimberly Crawford (19) 3rd: Philip Clements (19) 4th: Andy Fleischer (19)

Paolo Dizioli (14) - Jan. 31

La Grotta Di Merlino, Brescia, Italy Standard (S) – 20 participants 2nd: Simone Benedetti (25) 3rd: Gianluca Filippini (18) 4th: Mauro Valenti (17) 4x Wild Mongrel 4x Basking Rootwalla 3x Merfold Looter

- Wonder

- Wonder
 Careful Study
 Circular Logic
 Counterspell
 Aeter Burst
 Roar of the Wurm
 Deep Analysis
 Quiet Speculation
 Forest
 Island
 Cephalid Coliseum
 Envelop
- Envelop Moment of Peace Compost
- Neutralize
- Ray of revelation
- Crosan Reclamation Still Life



Shavne Jones - Feb. 2 His Junk / Her Treasures, Coos Bay, OR Legions Sealed deck (S) - 19 particl-

2nd: Keldon Derrick 3rd: Tim Eckley 4th: Joe Smetana

James Lawrence (15) - Feb. 2

His Junk / Her Treasures, Coos Bay, OR Junior Super Series (S) – 17 partici-

2nd: James Alfaro (15) 3rd: Cody Dugan (14) 4th: Shay Stewart (12)



Jason Hopper (13) - Dec. 21, 2002 The Outpost, Taylors, SC Swiss - 6 participants

2nd: Ben Shiffler (19) 3rd: Matt Guitreau 2nd: Ben Shiffler (19) 3rd: M
(15) 4th: Danny Hopper (18)
1x Ogar
1x Morag
1x Hrada
3x Crushing Darkness
3x Dream Rift
3x Track
3x Bargor
3x Beam of Light
3x Shadow Banes
3x Zungg
3x Turn
2x Vaporize
2x Dream Balm
2x Severos

- Severos Robes of the Ages
- 2x Severos 2x Robess 2x Bobess 2x Dream 2x Dark Pc 2x Warrior 2x Nightm 1x Rous 3x Agram' 1x Relic S 3x Core Gr 2x Warrad 1x Heal 2x Water c 1x Gloom\ 2x Wudge Robes of the Ages Black Agovo Dream Channel Dark Portents Warrlor's Boots Nightmare Channel Rous Agram's Armor Relic Stalker Core Grag Warrada's Ring Dark Craunoc

- Dark Cragnoc
- Water of Life



Jon Matthews (19) - Nov. 23, 2002 The Outpost, Taylors, SC Booster Draft (S) – 11 participants 2nd: Chris Henderson (16) 3rd: James

Rodchester (12) 4th: Elizabeth Hopper

Big Bad Voodoo Daddy Copy Cat Meganium Bayleef Chikorita

- 1x 2x 1x 4x 1x 2x 6x 3x 1x 2x 1x 2x 1x Chikorita Metal Energy Water Energy Fire Energy Grass Energy Vulpix Ninetales

- Charmander

- Charmander
 Magmar
 Energy Removal 2
 Shellder
 Cloyster
 Bills Maintenance
 Prof. Elms Training Method
- Pokémon Nurse

Caleb F. (19) - Dec. 21, 2002

The Outpost, Taylor, SC Booster Draft (S) – 8 participants 2nd: Robert Saville (20) 3rd: Andrew Hopper (21) 4th: Dragonum Lightning

- (17)
 1x Squirtle
 1x Marill
 3x Totodile
 3x Crocona
 1x Feraligal
 1x Mewtwo
 3x Ghastly
 1x Haunter
 1x Gengar
 2x Abra
 2x Kadabra
 1x Alakazar
 1x Moo-Mo
 1x Energy S
 1x Dual Bal
 1x Professo
 1x Warp Po

- Marill
 Totodile
 Croconaw
 Feraligatr
 Mewtwo
 Ghastly
 Haunter
 Gengar
 Abra
 Kadabra

- Abra
 Kadabra
 Alakazam
 Moo-Moo Milk
 Energy Search
 Dual Ball
 Professor Elm's Method
 Warp Point
 Psychic Energy
 Water Energy
- Water Energy

Scott Williams - Dec. 28, 2002

The Outpost, Taylors, SC Swiss (S) - 14 participants

2nd: Elizabeth Hopper 3rd: Elisa Storyk (15) 4th: Chris Henderson (16)

If you'd like to see yourself in the Winner's Circle, all you have to do is:

- 1) Win a tournament with more than 15 players for M:TG (6 for other CCGs) 2) Fill in the SCRYE Winner's Deck form
- 3) Have your tournament coordinator send in the SCRYE Result Form with your deck and photo.

That's it! The listing is Free!

Forms sent in by the winner will not be accepted. Tournament Coordinators cannot win their own tournament.

Tournament Coordinators can request forms by e-mail at: scryetour@krause.com Tournament Coordinators! List your upcoming events in the

SCRYE Tournament Calendar! It's Free!

Golem Rules

- Professor Elm Professor Oaks Research Bills Maintenance

- Warp Folint Gold Berry Professor Elm's Training Method Lucky Stadium Healing Field Switch
- Colema

 2x Cleifa
 Magby
 Magby
 X Elekid
 3x Gligar
 3x Skarmory
 X Murkrow
 X Onix
 X Onix
 X Steelix
 3x Geodude
 3x Graveler
 2x Golem
 4x Professor Elms
 4x Professor Elms
 1x Double Gust
 1x Warp Point
 2x Gold Berny
 1x Lucky Stadium
 1x Lucky Stadium
 1x Healing Field
 2x Rainbow Energy
 1x Fighting Energy
 1x Fighting Energy
 1x Fighting Energy
 1x Fighting Energy
 1x Pork Energy



Dirk Frirdrichs (33) - Jan. 11 hadewe GmbH, Hannover, GERMANY Swiss (S) - 8 participants 2nd: Ohris Menzel (33) 3rd: Ralf Wachowiak (31) 4th: Florian Siepel (20)

Chris Menzel (33) - Feb. 8

hadewe GmbH, Hannover, GERMANY Swiss (S) – 9 participants 2nd: Sebastian Ehrhardt (28) 3rd: Florian Siepel (20) 4th: Oliver Wielicki (20)



Hugh Angseesing (24) - Feb. 4 The Graduate, Cambridge, UK Constructed (S) - 8 participants 2nd: Simon Duddy (24) 3rd: Steve Till (27) 4th: Brian White (27)

Tremere Combat

- Goratrix

- Goratrix
 Kij Dansky
 Justine
 Muaziz
 Reverend Blackwood
 Merrill Molitor
 Aisling Sturbridge

- Aisling Sturbridge
 Hannigan
 Sarah Cobbler
 Blythe Candelerla
 Academic Hunting Ground
 Arcane Library
 Archon Investigation
 Auspex
 Blood Doll
 Dominate
- 1x 1x Dominate Mob Connections
- Rumor Mill, Tabloid Newspaper Secret Horde University Hunting Ground
- Ambush Conditioning
- Deflection Eagle's Sight Enhanced Senses
- 2x 2x 2x 2x 3x 4x 1x
- Enhanced Senses
 Fast Reaction
 Forced Awakening
 Precognition
 Spirit's Touch
 Telepathic Misdirection
 Wake with Evening's Freshness
 Apportation
 Blood Fury
 Blood to Water
 Telepathic Tecephon
- 8x 6x
- Telepathic Tracking
 Theft of Vitae
 Thoughts Betrayed
 Trap
 Walk of Flame
- Weather Control IR Goggles Ivory Bow



Terry Larson (24) - Nov. 30, 2002 The Outpost, Taylors, SC Swiss – 14 participants 2nd: Ben Shiffler (19) 3rd: Jon Matthews (19) 4th: Dean Hubka (35)

SCRYE

Crossout Destruction

- Solemn Judgement Magic Jammer

- 2x Gravity Bind
 X Solemn Judg
 X Magic Jamm
 X Mirror Force
 1x Backup Soldi
 X Magic Darin
 1x Mirror Force
 1x Backup Soldi
 X Magic Darin
 1x Nobleman of
 1x Raigeki
 1x Dark Hole
 1x Pot of Greed
 1x Bassenger o
 1x Lord of Destr
 1x John Soldi
 1x Invader of th
 1x Morphing Jan
 1x Lyber Jar
 1x Lyber J Magic Jammer
 Mirror Force
 Magro Doldier
 Magro Drain
 Mobleman of Extermination
 The Shallow Grassant
 Raigeki
 Dark Hole
 Pot of Greed
 Messenger of Peace
 Lord of Destruction
 Swords of Reveling Light
 Giant Trunade
 Invader of the Throne
 Morphing Jar #2
 Lyber Jar

- Morphing Jar #2
 Lyber Jar
 Hiro's Shadow Scout
 4-Starred Lady Bug
 Magician of Faith
 Wall of Illusion
 Nimble Momonga
 Giant Soldier of Stone
 Mystical Elf
 Banisher of the Light
 Lebnard:

- 3x Bánisher of the Ligi Sideboard: 2x Time Wizard 1x Gravity Bind 2x Skull Invitation 1x Giant Trunado 1x The Shallow Grave 2x Chorus of Sanctury 3x De-Spel 3x Waboku

Tai Nguyen (16) - Dec. 15, 2002 The Outpost, Taylors, SC Swiss - 27 participants

Ben Shiffler (19) - Jan. 4 The Outpost, Taylors, SC

Swiss - 15 participants 2nd: Terry Bradshaw (24) 3rd: Jon Matthews (19) 4th: Kyle Blassengale (14)



Shawn Allred (12) - Jan. 11 4th Street Boutique, Moore, OK Type 1 (S) – 22 participants 2nd: Will Berry (11) 3rd: Colby Wright (13) 4th: Ty Bullington (17)

Phillip Fortner (12) - Jan. 11 Skirmishes, Cornelius, NC Head-to-head (S) – 25 participants 2nd: Jesse Clontz (11) 3rd: Rebecca

Chobat (10) 4th: Michael Staton (13) Jonathan Mathews (19) - Jan. 11

The Outpost, Taylors, SC Swiss – 21 participants 2nd: Adam Wells (17) 3rd: Dean Hubka

- 2nd: Adam Weils (17) 3rd:
 (37) 4th: Chris Walker (15
 3x Summond Skulls
 3x Goblin Attack Forces
 3x Man Eater Blugs
 2x Gienie
 3x Magician of Faith
 2x Trap Masiers
 3x Fissure
 2x Heavy Storm
 3x Iron Knights
 3x Trap Holes
 2x Share the Pain
 1x Mechanical Chaser
 1x Dark Hole
 1x Monster Reborn
 1x Raigeki
 1x Pot of Greed
 1x Mirror Force
 1x Sentry
 1x Snatch Steal
 1x Change of Heart
 1x Cellinguent Duo
 1x Call at the heured
- Sentry
 Snatch Steal
 Change of Heart
 Delinquent Duo
 Call of the Haunted
- Premature Burlal Confiscation Cyber Jar

Armed Ninia



Matt Johnson (13) – Jan. 18 4th Street Boutique, Moore, OK Type 1 (S) – 17 participants

2nd: Shawn Allred (11) 3rd: Tomas Cortes (11) 4th: Colby Wright (13)



Phillip Fortner (12) - Jan. 19 Skirmishes, Cornelius, NC Head-to-head (S) - 32 participants 2nd: Travis Moore (17) 3rd: Kenny Baily (12) 4th: Lucas Guild (19)



Phillip Tse (19) - Jan. 25 4th Street Boutique, Moore, OK Type 1 (S) - 17 participants 2nd: Roy Youngbull (15) 3rd: Matt Johnson (13) 4th: Jarron Aiken (14)

Kenny Baily (12) - Jan. 25 Skirmishes, Cornelius, NC Head-to-head (S) – 24 participants 2nd: Bill Willden (12) 3rd: Phillip Fortner (12) 4th: Travis Moore (17)



Shawn Alired (12) - Feb. 1 4th Street Boutique, Moore, OK Type 1 (S) - 17 participants 2nd: Anthony Crain (15) 3rd: Kevin Jackson (19) 4th: Matt Minshall (14)



Phillip Fortner (12) - Feb. 1

Kenny Baily (12) - Feb. 8

Skirmishes, Cornelius, NC Head-to-Head (S) – 18 participants 2nd: Will Pitzer (11) 3rd: Josh Welch (12) 4th: Jonah Sharpe (12)



Doug Hunkele (28) - Feb. 8 4th Street Boutique, Moore, OK Type 1 (S) - 17 participants 2nd: Matt Johnson (14) 3rd: Andrew Layman (13) 4th: Butch Falls (15)



SUBSCRYEBE TODAY! Now 12 ISSUES a year!



Don't let this vital vault of game knowledge go unopened. Start your SCRYE subscription today. Just \$29.98 brings you the next 12 big issues (1 year), packed with brand-new, tournament-winning strategies, information on new games and expansions, and the latest on games in development. PLUS, you'll find special tips on building better decks and starting one from scratch, current prices on cards from a variety of sets, the most recent banned or restricted cards, and a built-in marketplace of advertisers that can help you get the cards you need.

Let your games continue...and make them better than ever by starting your SCRYE subscription today.



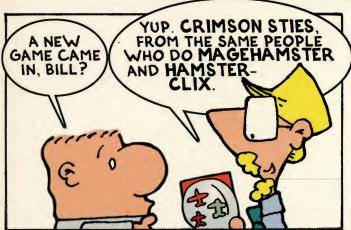


Phone (_ E-mail_ To place a credit card order call **800-258-0929** mention offer ABBA9J Mon.-Fri. 7am-8pm • Sat. 8am-2pm, CST

FREE Star Wave Attack of the Gard from Wassins of the INSIDE	Player's	Guides for JOHO 151 MICES OF MICES 2002
INSIDE	Топина	6 to 9 Mines of Morta 2002
	JD)	VI
	1	
THE CUIDE T	PLLECTI	BLE CARD COMES
1	Marie V	11 3
	Sy	ving into action with PIDER-MAN
		MARVEL
		HEROCLIX —to-Vesily-Shelleage—
MAXMITTE		More than State of prices inside! PLUS news & strategies for: Magic Lord of the Rings - Mage Knight
JUDUNEN]		Yu-Ol-Ohi - NBA Showdown - Stor Wars Peotical Champions - Plagable - Bifts Dountion Lords - Legend of the Fire Kings Bracondall 2 - State Kindto Dumanous
BICHTE DS1 MayOurs SOND BRY DT 38.00 UB/98.00 DAM	WWF Raw Deal	Harry Potter + Bionicle - Warlerd Star Trek - Ruffy the Vampire Slayer Armsda - Warnsmer 40,000 - Peksmon
	WWF Raw Dontest	Shadowfist - Decipher's Star Wors WYL Showdown - Aliens Predator WWF New Deal - Vampire - Magi-Nation

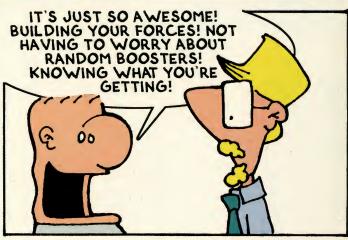
Express

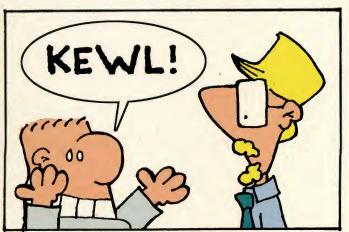


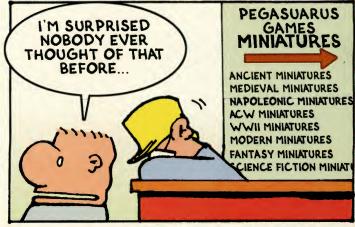












©2003 SHETLAND PRODUCTIONS

JOHN@KOVALIC.COM

HTTP://WWW.DORKTOWER.COM





Can the Atlantis Guild and their Knights Immortal allies crush the defiant Black Powder Rebels and the Elemental League? Will the Empire survive as the Orcs of the wastes invade the western lands—not to raid, but to conquer? You are in command as old kingdoms crumble, new alliances form, and the future of the Land is determined in Mage Knight. Uprising!

The Uprising expansion features 96 new figures, including 8 Elite dual-faction figures and 12 Hero figures, all suitable for use with Mage Knight Dungeons and Mage Knight Conquest.



Play in the Shage Knight: Uprising Sharquee tournament.



Coming April 2003

Join the search for the four shards of the Amulet, only in Mage Knight: Uprising! For complete rules on the Four Shards of the Amulet contest, go to www.mageknight.com.

